Rulebook

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Introduction

WHAT IS *KINGDOMS FORLORN*?

Kingdoms Forlorn: Dragons, Devils and Kings is a soloperative™ dungeon crawler for 1–5 players with a focus on exploration, tactical battles, loot, character building, and storytelling. Each player controls a unique Knight traversing dangerous lands, driven either by personal matters, a higher calling, or other, more mysterious reasons.

Each **Knight** has a unique **Tale** through which they experience the world of *Kingdoms Forlorn*. It guides them on a series of **Expeditions** with other Knights and **Squires**, sees them grow and evolve, both as a narrative character and through new gameplay mechanics, like Techniques and Talents.

During each Expedition, the Knights follow **Quest** objectives to advance their personal storylines. They make important, challenging decisions, face dire tests of their abilities and character, and fight twisted and terrifying **Monsters** of the cursed realms in deadly **Clashes**. In spite of the Knights' prodigious skill, victory is never assured. And yet, even in defeat, the story does not end. The Tale continues, taking into account your victories and failures. The only way is forward!

If you are not the sort that values story, and would rather get to the meaty tactical combat as soon as possible, do not fret. At the end of this tome, there is a narrative-less roguelike campaign that will do just that. It includes all the content of the game, including character progression, remixed and reserved, for your enjoyment. Just note that the progression there, especially ability names, *may spoil* parts of the story!

USING THIS BOOK

If you are new to the game, start with the Learn to Play book and play the Tutorial that will introduce game elements and rules step by step. This Rulebook is meant as a reference for specific rules, providing a detailed explanation, additional examples, and clarification. The Rulebook has been divided into the following Chapters and sections.

I. BASICS

1. **Fundamental Concepts:** The basic premise of *Kingdoms Forlorn*, both mechanically and narratively.
2. **Campaigns:** All the basic game information, including the gameplay flow and important game rules.
3 **Knights:** All the rules concerning player characters and their main statistics, abilities, and Gear.

II. EXPEDITIONS

4. **Vision Phase:** Rules concerning Quests, Investigations, Clues and Adventures.
5. **Outpost Phase:** Rules concerning expedition preparations, Mercenaries, and buying and upgrading Gear.
6. **Delve Phase:** Rules concerning everything that takes place on the Kingdom map.
7. **Clash Phase:** Rules concerning Clashes and all they entail.
8. **Rest Phase:** Rules concerning resting during the Expedition.
9. **Spoils Phase:** Rules concerning dividing Loot and returning to civilization.

III. OTHER RULES

10. **Other Rules:** Rules concerning all other game elements and mechanics, such as Saints and Princesses.
11. **Postgame Rules:** Rules for continuing your adventures beyond the campaign.
12. **Optional Game Rules:** Rules for optional game components, such as Squires.
13. **Rogue's Path Campaign:** Rules for running a narrative-less roguelike campaign, including the Graaltree Sheet.

COMPONENTS

5 Knights Miniatures

1 First Knight Party Marker

TOTAL CARDS LIST

1518 Cards: 556 Mini American (41x63mm) ⋄ 815 Standard Card Game (63.5x88.9mm) ⋄ 66 Oversize (70x120) ⋄ 81 Map Tiles: 30 Small (40x60mm), 27 Medium (60x80mm), 10 Large (80x120mm), 6 Extra Large (120x160mm), 8 Special (40x120mm)

40 Encounter Monster Tokens

10 Mob Base Rings

43 Monsters Miniatures

49 Knight Tokens

1 Divine Target Token

1 Priority Target Token

16 Resource Tokens

8 Terrain Standard Cards

59 Terrain Tiles

10 Princesses and Saints Miniatures

Portrait Oversize Card

Heroic Arc Mini Card

Peril Arc Mini Card

Talent Standard Card

Technique Standard Cards

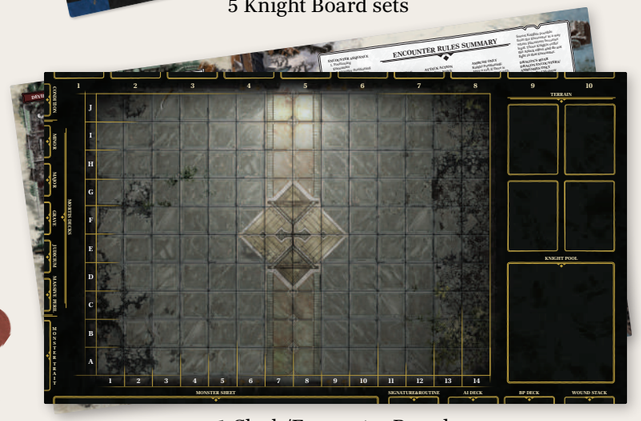
195 Knight Cards

14 Custom d6 Dice

6 d10 Dice

1 Little Ser Token

5 Knight Board sets



1 Clash/Encounter Board

292 Gear Mini Cards

40 Upgrade Mini Cards

241 BP Standard Cards

286 AI Standard Cards

45 Condition Mini Cards

15 Armor Tokens

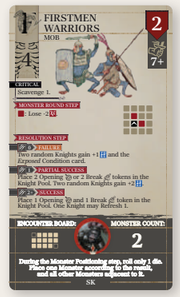
10 Charge Tokens

12 Trait Standard Cards

10 Generic Single/Double Wound Standard Cards

49 Mortis Mini Cards

16 Loot Mini Cards



30 Encounter Monster Oversize Cards

15 Bane Tokens

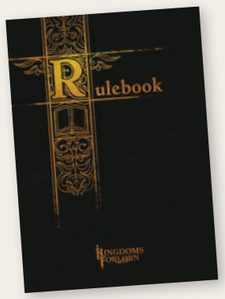
15 Fool's Deck Mini Cards

2 Scrape Tokens

2 Activation Token Signature

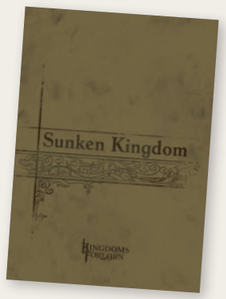
2 Activation Token AI

20 Modifier Tokens



1 Rulebook

1 Learn to Play

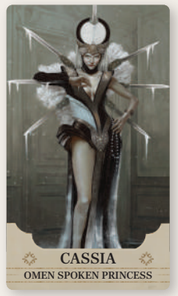


2 Kingdom Codices

8 Squire Standees

16 Squire Oversize Cards

17 Mercenary Standard Cards



4 Princess Oversize Cards

40 Mettle Mini Cards

6 Saint Oversize Cards and 1 Mini Card

4 Clue Mini Cards

28 Clue Tokens

1 Placeholder Token

40 Generic Tokens

19 Blood Tokens

1 Trap Token

6 Toadlet Tokens

1 Rubble Token

6 Red/Green Sapling tokens

10 Devotion Tokens

10 Surge/Flood tokens

5 Stone Key tokens

3 Half-cup/Full Cup Tokens

4 Deep Fog Tokens

14 Deep Fog Mini Cards

51 Exploration Standard Cards

10 Single/Triple Panzergate tokens

Kingdom Sheet

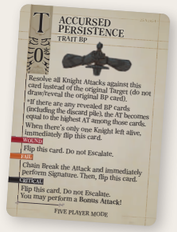
41 Acrylic Cubes (black, red, transparent)

81 Kingdom Map Tiles

40 Dungeon Standard Cards

1 Kingdom Track

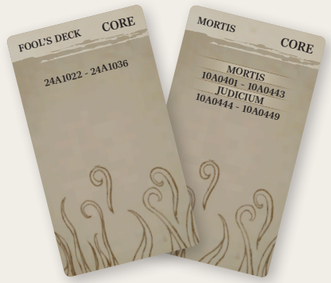
5 Knightbooks



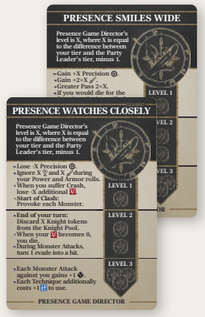
1 Accursed Persistence BP Standard Card

5 Bookmarks

23 Standard Dividers



17 Mini Dividers



4 Presence Game Director Standard Cards

16 Monster Sheets

5 Knight Boxes

MONSTER SHEET SIDES

Monster Sheets consist of two parts (for more details see Monster Sheet p. 45). Each Sheet is double-sided, with each side representing a different Monster. To make the process of locating Monster Sheets easier, we have created a list of Monsters found on the opposite sides of each sheet:

- Panzerdragon Veldr - Toadragon of the Great Marsh
- Devil of the Smelted Fears - Devil of the Ancient Dusk
- Puppet King Edelhardt - The King Laid Low
- Eggknight - White Ape Troll
- Ironcast Dead - Firstmen Warriors
- Knight of the Fen - Haunts of Utrebant
- Ratwolves - Pumpkinhead Monstrosities
- Winged Nightmare - Paleblood Worms

FUNDAMENTAL CONCEPTS

This section covers the fundamental concepts of ***Kingdoms Forlorn***, and your place in it.

ESCALATING CLASHES (INVERTED COMBAT PARADIGM 2.0™)

Through the use of our tried-and-true **Inverted Combat Paradigm** 2.0™ mechanics, the Clashes in *Kingdoms Forlorn* only heat up as they go on, rising in tension as each side grows in power the closer they come to death! The more grievously you're wounded, or the more hits you land, the greater your strength becomes, unlocking new abilities and more powerful effects. This means that, as opposed to winding down as you use up your resources, the action only grows in intensity! No matter how badly you've been beat down, there's always a chance for a comeback. Of course, in the same way you grow in power, so do your enemies, meaning that they remain just as big a threat at the end of a Clash, as they are at the start. This all builds into a nail-biting, explosive conclusion where everything is at stake! Triumph is never guaranteed, but defeat is never inevitable.

For those familiar with the project that first introduced the Inverted Combat Paradigm, the hugely popular **Aeon Trespass: Odyssey**, a number of features make a return in *Kingdoms Forlorn*. The co-operative gameplay of contributing tokens that other players can use in their attacks returns with the **Knight Pool** here, as does the escalating mechanic of Monster **Artificial Intelligence (AI) and Body Part (BP)** decks. Awakenings also come back to the table, this time evolved through the **Devotion system**. Now, you must ascend through a Devotional Path to unlock powerful Saint Incarnations, where you can channel the essence of a martyred legend to turn the tide of battle in your favor!

With this new iteration of the Inverted Combat Paradigm, we also bring in some entirely new aspects. The Techniques of the Knights grant you much more strategic flexibility, opening up many new options as you expand and customize your **Knight's Hand**. With *Kingdoms Forlorn*, we've also evolved the Inverted Combat Paradigm to handle multiple opponents at once with the introduction of **Mob Monsters**, and also created a new catch-up mechanic that allows players to level up their Knights separately, and yet still be able to bring them together around a table in a drop-in, drop-out system.

Thanks to all of these changes, the Inverted Combat Paradigm still brings you all the tension, challenge and fast action you love, while also raising the bar and allowing you to experience *Kingdoms Forlorn*'s combat in new and unexpected ways!

HARD CO-OP

A true co-op experience, where you need to really work with the other players to succeed during Clashes, Delves and story Adventures!

We achieve this through **co-op actions**: things you do to directly benefit other players. After each of your Attacks, you will choose and leave a set of tokens that will influence the turn of the next player in order: make them hit easier, wound more severely, evade attacks, reposition, hide, rally, stand up, or resolve one of another dozen distinct tactical effects.

SOLOPERATIVE™

What makes ***Kingdoms Forlorn*** stand apart from other games in the genre is its approach to the campaign structure. Instead of engaging in a preset group story, each Knight follows a personal story campaign that seamlessly weaves in all other current Knight campaigns and the stories of the Kingdoms themselves into a one-of-a-kind procedurally generated saga. Think of it as an ensemble television series, with multiple points of view. Players take turns being the "Party Leader" to bring their own storylines into focus.

Players themselves choose the pace at which their campaigns progress: they may focus on the critical Investigations and Quests to make a beeline straight into a resolution, or linger at any point to Free Roam, fulfill Contracts and conduct additional Investigations, grow in strength, and acquaint themselves with the various Monsters of the realms.

In this way, the composition of your hero party can also freely change from game session to game session, with players rotating in and out, and automated Squires filling any empty slots. You can even take your personal Knight to your friend's session, or even across the country to gaming conventions, and seamlessly play there.

DYNAMIC DIFFICULTY

There are no level requirements for playing with others in story campaigns. In other words, you can take your experienced Knight on an Expedition with newbies and thanks to the **Presence Game Director**, the game will balance itself, so everybody enjoys an appropriate challenge level!

KINGDOMS

Once, the Grand Kingdoms were the bastions of human civilization under the divine guidance of the Church of the Allfather. Now, they stand as monoliths to mankind's folly, and to sin. As the Deep Fog emerged, the Kingdoms vanished from the world behind the roiling, shadowy cloudbank, lost to the eyes of man, beast, and god. Now, with the lifting of the dread mists, the Kingdoms are... changed. Reshaped by curses, plagued by disease, and haunted by unspeakable monsters. It is into these lands, now called the Kingdoms Forlorn, *that courageous, foolish, or desperate knights venture, seeking their deepest desires, praying they will not find their truest fears.*

These Kingdoms are the setting for your Knights' Adventures, the locations into which you will Delve seeking answers to the mysteries of this world. Each Kingdom has its own rich history to uncover and its own foes for you to face. The Kingdoms have been utterly transformed by the supernatural essence of the curses and the Deep Fog, leading to unique challenges and obstacles for you to overcome, allies to interact with, and creatures to vanquish.

GIGANTOMACHY

Throughout the Kingdoms Forlorn world, an unusual phenomenon can be observed; the more blood you shed, the more battles you emerge victorious from, the larger you grow. The history of the Grand Kingdoms is rife with tales of giants that stalked the many lands, and those unfor-

tunate enough to face the denizens of the cursed realms can witness it for themselves. Kings and Vassals, veterans of recent campaigns and not-so-recent crusades, tower over the common soldier, while the Dragons, apex hunters of their territories, loom larger still. Even the Knights, skilled and battle-worn combatants, seem larger than life when compared to the Mob Monsters and vermin of the Kingdoms. The scholars have a word for it, **Gigantomachy**, although why this strange trait manifests, what purpose it has, remains a mystery...

KNIGHTS

In ***Kingdoms Forlorn***, the Knights are the **central characters**. Each Knight hails from a different Kingdom and has individual storylines, abilities, and Quests. Knights are brave warriors and warrioresses who dare to venture into the mysterious and dangerous mist-engulfed Kingdoms, seeking treasure, glory, or redemption. With your help, they will progress and grow stronger with each Delve.

MONSTERS

When the Knights leave the relative safety of the Border Kingdoms and traverse the Deep Fog, to the **Kingdoms Forlorn**, they leave civilization, sanity, and order behind. Here, there be **Monsters**. Animal or human, the known, and the eldritch, all are twisted by the darkness that envelops the land. They will bar your way. Face them and prevail to see your journey through. But beware, **The Kingdoms Forlorn** make monsters of all of us.

STORYBOOKS

The narrative of ***Kingdoms Forlorn*** is delivered through passages found in several books, divided into two types: Knightbooks and Kingdom Codices. A **Knightbook** recounts a particular Knight's Tale, and includes their narrative Quests, Investigations, and other story moments that might be triggered throughout their Adventures, as well as their unique rules. A **Kingdom Codex**, on the other hand includes a particular Kingdom's rules, Adventures, Knight-specific Exploration Cipher paragraphs, and Clash information on all the creatures that may be encountered therein.

KNIGHT CAMPAIGNS

Knight campaigns are the cornerstone of the ***Kingdoms Forlorn*** experience. It is through these stories that you will explore the Kingdoms and uncover their secrets, as well as learn more about your Knight, their motivations, and their ultimate fate. In ***Kingdoms Forlorn***, your story is your own: it is entirely personal, with you controlling the narrative through the choices you make, the victories you earn, and the defeats you suffer. Yes, you can be defeated. ***Kingdoms Forlorn*** is a challenging game, and the chance of defeat is very real and ever-present. However, this does not mark the end of the experience, for even in failure, life moves on, and so too will your stories, changing to reflect your victories and losses. Some paths may close, but others will open.

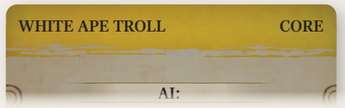
DIVIDERS

To make your *Kingdoms Forlorn* experience as seamless as possible, we recommend using the two included divider bundles to sort cards inside the bottom plastic tray. To ensure each card is properly sorted, you can refer to the **card types** and **ID lists** located on the divider cards themselves.

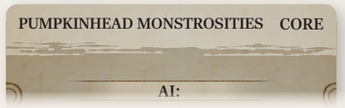
Card types provide you with general categories of cards that go into each divider section, while the **ID list** gives you specific IDs (01A0001, 01A0002, 01A0003, etc.) or ranges of IDs (01A0001-01A0003) of cards that belong into each category.

Furthermore, each divider includes information about the product that the component originates from, as well as color-coding for components that are tied to a specific Kingdom.

Principality of Stone color-coding



Sunken Kingdom color-coding



Generic color-coding

CAMPAIGNS

This section covers the basics of a Knight campaign structure, as well as its building blocks: Expeditions, Quests, Investigations, and Free Roams.

GAMEPLAY FLOW

Kingdoms Forlorn is a campaign game played over multiple game sessions. During a single session, called an **Expedition**, one Knight will become the Party Leader, usually by taking on a **Quest** that progresses their story, while other Knights will go on **Investigations** or simply **Free Roam**, to grow in power and gain new abilities. Together, they will delve into one of the Kingdoms to fulfill their respective objectives. An Expedition always ends in a climactic **Clash**, after which, victorious or not, the heroes will return to their Outpost to plan their next move.

An **Expedition** follows a series of **Phases** (note some may appear more than once!) resolved in a fixed order. It starts with the Knights setting their goals (**Vision Phase**) and preparing for the hardships ahead (**Outpost Phase**). Once they cross the Deep Fog, they will explore the Kingdom, looking for Clues and scavenging (**Delve Phase**), battle Monsters and loot Gear from their hoards (**Clash Phase**), and rest to regain some strength (**Rest Phase**). After many difficulties you will return, victorious or not, to your safe haven, to split the spoils (**Spoils Phase**), and plan your next Adventure.

The game is best played in a group of four players. If there are fewer than four, and you don't want to manage four Knights, consider using Squires to fill in the missing ranks (see Squires, p. 73). There is nothing preventing you from controlling more than one Knight, but it can be challenging, especially as a solo player, for whom we also have special rules (see True Solo Mode, p. 75). Finally, if you have that one additional friend in your group, we also have rules for a Five-Player Mode (see Five-Player Mode, p. 75).

EXPEDITIONS

To progress your stories, you must form a **party** and embark on an **Expedition** into the forsaken Kingdoms. This motley collection of Knights and Squires will work together to survive the realms beyond the Deep Fog. If one of the Knights is progressing their Tale through a Quest, they are given a clear objective to pursue, the success of which can greatly impact their Tale going forward. At the same time, other Knights in the party may engage in Investigations, gathering Clues to help them with their own Tales. Whether you are on a Quest, an Investigation, or simply Free Roaming to explore the Kingdoms, each Expedition is an opportunity for players to help their Knights progress and grow in strength.

PARTY LEADER

A troupe of Knights always has a **Party Leader**. Usually, it's the Knight which embarks on their Quest. If no Knight is embarking on a Quest (for example, every Knight is going on an Investigation or Free Roam), the players choose which one of them will become the Party Leader for this Expedition. It's important to establish who the Party Leader is—not only will they settle differences among other players, but their progress in the game **will dictate its overall difficulty!** (see Tiers, on p. 12).

QUESTS

Quests serve to progress the main storyline of your Knight. They represent pivotal moments in their campaign, and present them with challenging dilemmas and decisions with far-reaching consequences. A Quest will place specific objectives before the Knight, which they must strive to achieve. Failure can have dire consequences, and the ethos of ***Kingdoms Forlorn*** is that the only way is forward, so there is no repeating a failed Quest unless you use a Sigh of the Graal (see Important Game Rules, p. 13).

When a Knight goes on a Quest, they become the Party Leader. **Only one Knight can be on a Quest at any given time**—all other Knights will either be carrying out their Investigations or Free Roaming.

A Questing Knight starts by reading the appropriate story paragraph of their Knightbook and following its instructions. Quests often introduce special and unique mechanics, with certain Quests influencing the regular pace of the Expedition, triggering Exhibition Clashes, Full Clashes, and Rests at various moments. **Note: This does not mean you will resolve extra Phases, like two Rests or two Clashes!** For example, if you already resolved an Exhibition Clash from the Quest, do not proceed to the regular mid-Expedition Exhibition Clash.

When you start a Quest, **mark it on your Knight Sheet** (see Knight Sheet on p. 15 for details). Once the Quest of your current Chapter is finished, you cannot resolve another Quest until you unlock a new Chapter by resolving Investigations.

INVESTIGATIONS

Investigations are smaller stories that the Knights resolve when they are not the Party Leader on their Quest. Investigations will grant deeper insights into the events surrounding a Knight, their personal history, the Kingdoms they venture through, and more. Sometimes, Investigations will have a deeper impact on the central story told in the Quests, opening up new possibilities and choices. At other times, Investigations will add a new layer of understanding of a prior event, or hint at things to come. Each Chapter of a Knight's Tale offers five Investigations, but you will be able to experience only three of them before moving on to the next Chapter.

A successful Investigation will always provide your Knight with a reward, be it a Gear card, a new Technique or something special! By playing through a given Chapter, you may gain up to three rewards from Investigations.

An Investigation is considered resolved for the purposes of story progression even if you failed to secure its objective—you will be instructed to make an Investigation mark at the start of each Investigation. However, if you failed a given Investigation (not all Investigation boxes on the Knight Sheet are marked), you may undertake an additional Investigation during a Free Roam.

When one Knight is on their Quest, all others follow up on their Investigations or are Free Roaming. In other words, only one Knight can be on a Quest at any given time!

FREE ROAMS

If a Knight is not on a Quest, and does not want to resolve a **new Investigation**—in other words, **does not want to progress their Tale**, but instead train and grow in strength—they Free Roam.

During a Free Roam, a Knight may pick up a cold lead (if not all Investigation boxes on the Knight Sheet are marked), to undertake an additional Investigation outside of normal progression. Free Roams don't advance the story, but are a good way of gaining Loot and training against new Monsters.

CLASHES AND ENCOUNTERS

While venturing into the **Kingdoms Forlorn**, the Knights will inevitably face their monstrous denizens. These Monsters vary greatly both from Kingdom to Kingdom, and from district to district. Sometimes you will have a brief run-in with these monstrosities—an **Encounter**, if you will. Encounters are carried out on one of several **Encounter Boards**.

Other times, you will have to face them in a pitched battle. Such a meeting is called a **Clash**. Your death is a very real possibility. However, your campaign will continue.

Clashes are carried out on the **Clash Board**, and come in two varieties: the typical **Full Clash**, where all rules apply, and the less intense **Exhibition Clash**, where the foes are less of a threat or the victory conditions are easier to attain. A Knight's Quest may modify the Clash Rules, as various choices you make or victories you achieve impact the strength of the Monsters ahead.

If your current story doesn't state otherwise, the difficulty of this fight will directly correspond to the Party Leader's Tier (see the "Tiers" box).

TIERS

Tiers represent the increasing difficulty of the game. The same Monster can appear at different tiers, offering a completely different level of challenge. There are five Knight campaign tiers—the Mob Tier, Vassal Tier, King Tier, Devil Tier and Dragon Tier. A sixth tier, the Legendary Tier, becomes available after you finish your Knight's Tale; this is where the Postgame happens.

Tiers change as you progress through your Knight's campaign, at a pace of roughly one tier per four Expeditions (you'll note this on your Knight Sheet). **Note:** this rate may be different for each Knight, especially if you're playing ***Kingdoms Forlorn*** with different groups.

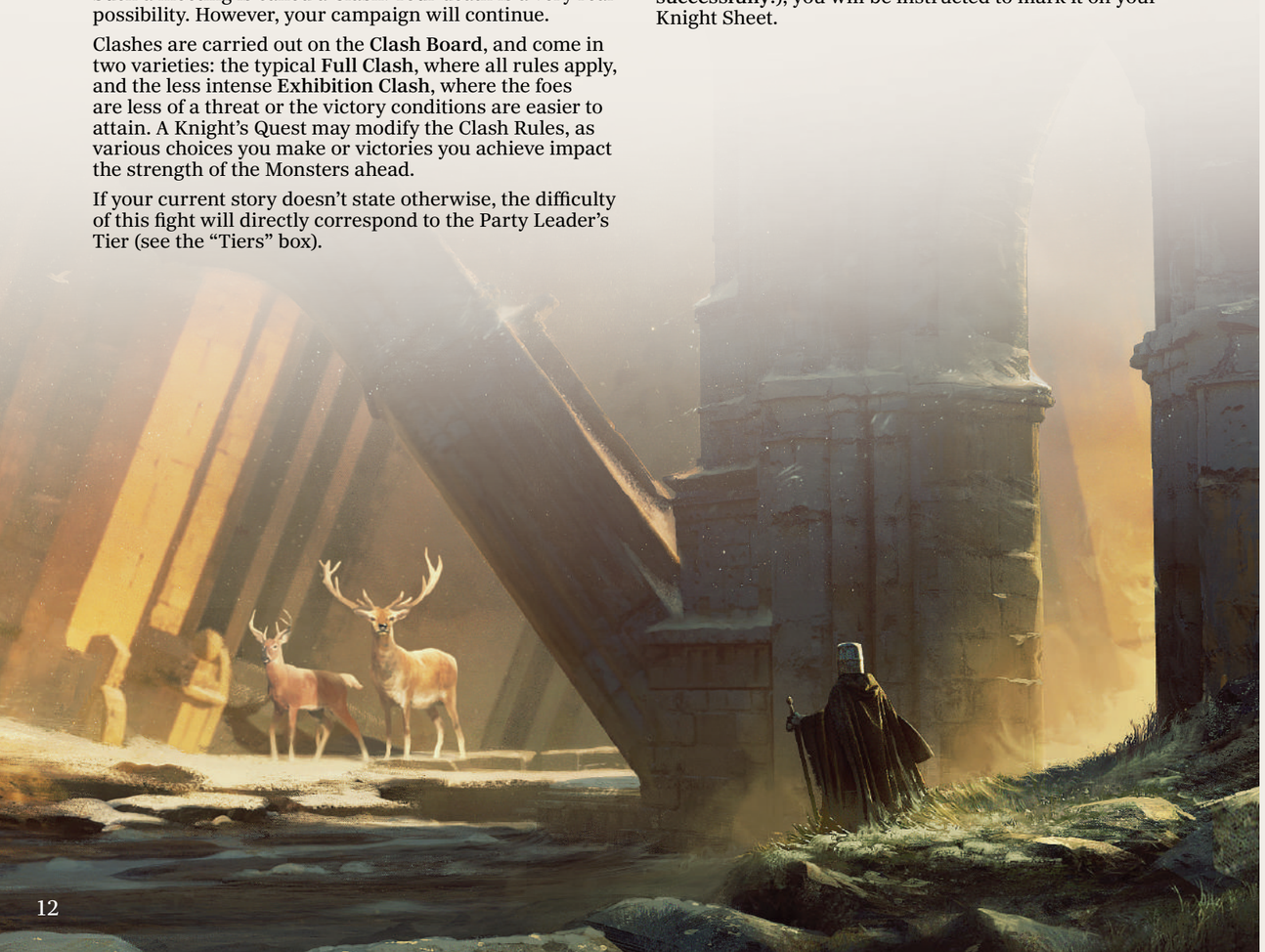
When you need to check the current tier, for example to determine the types and levels of the Monsters you will be facing, always refer to the current Party Leader's campaign tier.

CAMPAIGN PROGRESSION

Progressing your Knight's personal campaign is accomplished by completing Expeditions. Each campaign is divided into **five Chapters**, and each Chapter offers you **a single Quest and five Investigations**.

Once you begin the game and read your Knight's Prologue, the First Chapter is unlocked immediately. To unlock a new Chapter, you **must first resolve** the previous Chapter's **Quest** and **three of its Investigations**.

When you resolve a Quest or an Investigation (**even unsuccessfully**!), you will be instructed to mark it on your Knight Sheet.



IMPORTANT GAME RULES

Kingdoms Forlorn is a big game, so it's easy to get lost. That's why we've taken some of the most important game rules, the golden rules if you will, and put them in a section of their own here, at the start of this Chapter!

WILL OF THE GRAAL

If you are unable to find the answer to a rules or timing conflict, resolve the conflict in the manner that you perceive as the worst possible at that moment, and continue with the game.

RULES PRECEDENCE

In case of a rules conflict, cards and sheets take precedence over books. Specific rules take precedence over general rules.

GAME ELEMENTS

Game elements include all physical components of the game as well as story passages and notes.

GAME PHASES

The game phases always happen in the specified order, one after the other.

IMMEDIATE EFFECTS

If an effect is followed by the word "**immediately**", it must be resolved the moment it is triggered, and it takes precedence over any other lingering effects as well as overruling any conflicting rules.

IGNORE AND DISABLE

Many game effects will instruct you to "ignore" or "disable" other rules, effects, or game elements.

When you are instructed to ignore something, do not resolve any of its effects.

If the ignore effect must be activated, it affects only a specific instance (e.g. "ignore this death"). If the ignore effect is passive (e.g. if a Knight has a weapon with an "ignore Wound Responses" effect) it applies every time it is triggered.

"Disable", on the other hand, completely deactivates a rule, effect, or game element. When you are instructed to disable something, all Knights and Monsters ignore this effect (or all effects associated with it in the case of rules and game elements). Unless instructed otherwise, "disable" lasts until the end of Clash.

INSTEAD

The word "instead" always implies that the corresponding effect is resolved in place of a different effect.

If the effect resolved "instead" is an improved or otherwise modified variant of another effect, it replaces this effect only and does not influence any other effects of this element (e.g. "Opening 2 instead" on a Gear card means that the value of its original "Opening" keyword changes to 2, but the rest of its ability box remains unchanged).

If the effect resolved "instead" is triggered by an effect you are "about to" resolve, it substitutes this effect (e.g. an effect that states "When you are about to die from an Instant Death effect, resolve a Judicium Draw instead", the original Instant Death effect is ignored and the player resolves **only** the Judicium Draw effect).

MAY

An effect that includes the word "may" is not mandatory, and you can choose not to resolve it. All effects that **do not** include the word "may" must be resolved to their full extent (if possible) each time they are triggered.

Resolve all parts of an effect that can be resolved, while skipping any parts that are impossible (e.g. if an effect instructs you to "lose -1 and stand up" when you are not knocked down, you still lower your . Similarly, if your is already 0, you cannot lower it further, but you still stand up if you are knocked down). **Note:** Active abilities are only triggered if you decide to pay their cost. When you do, however, you must resolve the entire ability text unless preceded by the words "you may". To learn more, see Ability Usage (p. 22).

RESOLUTION ORDER

If more than one effect is triggered at the same time (e.g. "End of Monster Round", "during the second ability window"), you can choose the order in which these effects are resolved, unless explicitly stated otherwise. If any of these effects invalidate the conditions triggering another pending effect, that effect is no longer resolved.

DICE

Kingdoms Forlorn uses two types of dice:

Custom d10 dice with numbers and the symbol are used for Attack Rolls, Evasion Rolls, Tests, and other miscellaneous Rolls. Treat the result as a "10". A natural (i.e. before applying any modifiers) "10" on a is **always a success** (or a **hit** in the case of an Attack Roll), whereas a natural "1" on a is **always a fail** (or a miss in the case of an Attack Roll). These dice **are not limited**. If you would ever be required to roll more dice than provided in the game box, substitute them with regular dice or re-roll the dice as many times as necessary, noting the previous results. Some rolls in the game require a d100 dice. In such cases, roll two , one white and one black, and treat the white as the "tens" digit and the black as the "ones" digit; a on both dice results in 100. For a d100 roll, a 10 should be treated as a zero unless two 10s are rolled.

Custom d6 dice with ⚔, ⚜, and 🕊 results are used for Power Rolls and Armor Rolls. These come in three different colors, which include different combinations of symbols, and they are limited by the number of dice provided in the game box (see Power Dice Tiers and Limits, p. 59).

Power symbol *Potential symbol* *Hope symbol*

DICE RE-ROLLS

Many effects will allow you to roll some of the dice again if you are not satisfied with their result. All of these effects are referred to as re-rolls. During a single roll, each die can only be re-rolled **once**. You must declare all dice you wish to **re-roll** before you perform any of these re-rolls. If multiple players perform their rolls at the same time (for example when the text states "Each Knight tests"), they must all declare whether they want to re-roll their dice before any of them performs a re-roll.

HEAT RE-ROLLS

Gaining Heat is the most common way of re-rolling ◆ dice. The following rules apply to re-rolls:

- You must gain +1 for each die you decide to re-roll.
- Using , you can re-roll **Attack Rolls**, **Evasion Rolls**, and **Tests**.
- Using , you **cannot** re-roll Power Rolls, Armor Rolls, or any other roll not listed above.

SIGH OF THE GRAAL

Sighs of the Graal are strange trinkets that allow one to change their written fate. When a Clash ends, but before you proceed to the story resolution, you may decide to spend one Sigh of the Graal to replay the Clash without suffering any of its consequences. Simply restore the game to the state from before the Clash. If you use a Sigh of the Graal, all Knights should erase one Sigh of the Graal from their Knight Sheets. To use this effect, at least one Knight in the party must have a Sigh of the Graal. Note that Sighs of the Graal are an extremely rare resource and should not be spent lightly.

CHOOSING A RANDOM ELEMENT

When you are asked to choose a random element, perform the following:

- **Random Knight:** Roll one ◆ for each Knight. The lowest roll designates the randomly chosen Knight.
- **Random path:** Draw the top card from the Minor Mortis deck. The arrow in the bottom left corner designates the randomly chosen path. Place the drawn card at the bottom of the deck. If more than one path leads in the same direction, you may choose which to follow. If there is no path in that direction, choose the next path in clockwise order.
- **Random direction:** Draw the top card from the Minor Mortis deck. The arrow in the bottom left corner designates the randomly chosen direction. Place the drawn card at the bottom of the deck.
- **Random card:** Draw the top card from the indicated face down deck. If the designated cards do not form a deck, shuffle them together to form a deck and draw one.
- **Any other random element:** Roll one ◆ for each of the indicated elements. The lowest roll designates the randomly chosen element.

KNIGHTS

This section covers all the rules concerning player characters and their main statistics, abilities, and Gear.

Many adventurers brave the Deep Fog, each with a different set of skills, strengths, and weaknesses. Before you start your narrative campaign—or a Rogue's Path campaign—every player has to choose one of the available Knights to play.

CHOOSING YOUR KNIGHT

To choose the **Knight** you would like to play as, you may simply pick the one that speaks to you, or read the **Prologues** found at the beginning of every Knightbook. Prologues are intended to help you choose, so no need to worry about spoilers.

Once you decide on a Knight, take their **Knight Box** (see below). You'll find every gameplay component for that Knight inside, including that Knight's miniature and the Knightbook. Note that you won't be using every component just yet! Refer to the **Knight Setup Instructions** section at the beginning of your Knight's Knightbook. There, you will find all the information required to prepare for your first game session.

CHANGING KNIGHTS

If you change your mind as to the character you want to play, don't worry. You can freely change between playable Knights between Expeditions. Just finish the current Expedition and set up your new Knight according to the rules in their Knightbook. A new Knight starts the game at the beginning of their storyline, according to the initial setup. Knights you set aside don't lose progress. They remain in the same state you left them in. In this way, you can even interweave the Tales, changing Knights as you would change the point of view of the characters in a book! **Important:** To avoid large differences in power levels between Knights, you might want to consider using the **Presence Game Director** optional rule (see p. 75).

KNIGHT BOX

A Knight Box contains all the components relating to a particular Knight: their cards, their miniature, and their Knightbook. Once you start playing, you will use this box to store other game components you gain during your Adventures, like new Gear and tokens. The Knight Box is also where you store your printed Knight Sheet!

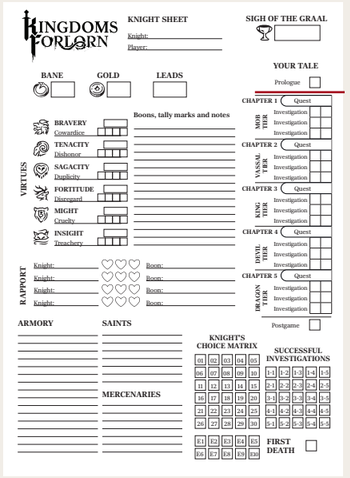
KNIGHTBOOK

Each Knight comes with their own story book, called the **Knightbook**. The Knightbook contains a Prologue, the Knight's full story campaign—five Chapters, each with one main Quest and five Investigations—and additional story paragraphs, like Knight Rapport events, as well as unique Knight mechanics and their setup.

KNIGHT SHEET

The Knight Sheet serves as the main means of tracking your Knight's progress, bonds between Knights, choices and other campaign statistics. You will find a print-friendly version of the Knight Sheet at the back of the Rulebook as well as on our official website.

The Knight Sheet will help you keep track of your Tale and its progress, your Virtue bonuses, and allow you to note any unusual things, boons, and penalties that may apply to your character (you put these in the "Boons, tally marks, and notes section").



Knight Sheet

VIRTUES

Each Knight has six **Virtues:** Bravery, Tenacity, Sagacity, Fortitude, Might, and Insight. When instructed to perform a Virtue test, add +X to the result, where X is the value of this Virtue on your Knight Sheet (see Adventure Tests and Rolls on p. 68). The most common source of Virtue bonuses are Investigations, while the most common source of Virtue penalties are Vices (see p. 70).

BANE

Here you will note the amount of Bane you possess at the end of the Expedition. When you embark on your next Expedition, set your Bane to the amount noted here (see Bane p. 64).

BOONS, TALLY MARKS AND NOTES

Here, you can list all **Boons** and **tally marks** you gain during the game, such as the Wise Providence Boon (see p. 64) or Victory tally marks, and any other necessary notes.

SIGH OF THE GRAAL

Here you will note the number of **Sighs of the Graal** you possess. This extremely rare resource allows you to repeat a just-finished Clash (see p. 14 for details).

YOUR TALE

Here, you will track your Knight's Tale. The campaign is divided into five Chapters, each consisting of one Quest and three Investigations. Once you resolve a Quest or Investigation, you will mark its right box on the Knight Sheet. Investigations have an additional box on the Knight Sheet. Mark it only if you succeeded during an Investigation. Regardless of how your Expedition went, you will progress your story.

Also note that the Chapters correspond to the difficulty tiers (see "Tiers", p. 12). Whenever you are the Party Leader, you will use your tier to determine the difficulty of the game (for example, to determine the types and levels of the Monsters you will face).

RAPPORT

The **Rapport** section is intended to help you track the relationship progress between party members. Once you gain a Rapport point with another Knight, **both you and that Knight** write down your names and any Boons you currently provide, and make a tally mark (leftmost heart icon). There are four Rapport tracks on the Sheet by default, but you may gain Rapport with any number of Knights—simply write down their names and make Rapport tally marks next to them. **Note:** If you would gain Rapport with the same Knight **in different gaming groups, controlled by different players**, consider those two Rapport scores separately, as if they were made for two different Knights.

ARMORY

The Armory is where all your Knight's Gear is stored. Whenever you gain a new Gear card, write it down in this section as a reminder. When you Reforge a Gear card, erase the old name and write a new one.

SAINTS

Here you will note all the Saints that you have unlocked during your Campaign. These are the Saints that you can always Devote to.

MERCENARIES

Here you will note all the Mercenaries that you have unlocked during your Campaign. You will always be able to hire them in the Outpost.

KNIGHT'S CHOICE MATRIX

The Choice Matrix is a system used to track important choices and refer to them during future events. Whenever the game instructs you to mark a Choice Matrix node (for example, "mark 01"), you should take your Knight Sheet and mark the appropriate space with an X. Later, the game may instruct you to check whether a given box is marked. You cannot mark a box twice.

If a box is already marked when the game instructs you to mark it, ignore this instruction. On very rare occasions, a game element will tell you to "cross out" or "erase" a Choice Matrix node. In that case, erase it or encircle it, to note that the choice has been reversed.

SUCCESSFUL INVESTIGATIONS

Similar to the Choice Matrix, this is where you should mark the Investigations you've managed to successfully complete and gain a reward from.

FIRST DEATH

This checkbox is intended to serve as a handy reminder of whether your Knight has already resolved their First Death Event (see First Death Event, p. 64).

KNIGHT BOOKMARK

Each Knight gets their own bookmark. You will use the bookmark to mark your current story passage in the Knightbook, most importantly the page with your current **Quest objective**. However, the bookmark will have other uses too—for example, you'll use it to cross-reference your current tier with the Bestiary to determine the strength of your opposition (see p. 28 for details).

KNIGHT BOARD

Players control their Knight using an array of game elements, collectively referred to as the **Knight Board**. You will set up your Knight Board each time you embark on an Expedition, either in a campaign or on the Rogue's Path.

The Knight Board consists of two cardboard board pieces (A and B), Portrait cards, Heroic Arcs, Peril Arcs and Talents.
Note that the boards have additional spaces for components: the Cooldown, Delay, Discard and Clue spaces. These will be used during gameplay.

Remember: You may freely rearrange your Knight Board at any time outside of the Delve, Rest, and Clash Phases, mixing and matching Arcs, Talents, and Techniques to create new builds!

1 *Portrait Card,* 2 *Knight Statistics,* 3 *Knight Talents Card*
4 *Heroic Arc,* 5 *Peril Arc,* 6 *Clue Spaces*

PORTRAIT CARDS

A Portrait card represents your Knight and their innermost qualities, like their name, Class, Speed, basic Power, refresh rates, and Bane Limit. On the back of your Portrait card, you'll find a player aid with the Knight turn overview.

Name: Everyone has a name, even if that name is No One.

Class: The name of your current occupation.

Knight Power Die: A Power die you include in every Power Roll.

Speed: Maximum number of spaces you can move with a Movement Action.

Hand Limit: How many Technique cards you can have in your hand.

Card Refresh: How many cards you Refresh during the Refresh step.

Heat Refresh: How much Heat you lose during the Refresh step.

Bane Limit: The maximum number of Bane tokens you may gain before dying (see Bane Limit, p. 64).

KNIGHT STATISTICS

These three statistics, sometimes called Facets of the Graal, represent your Knight's changing state and, unlike typical stats, are in flux.

The current value of each stat is tracked by using transparent acrylic cubes, while black cubes denote the maximum value a stat can reach.

Whenever you are instructed to gain or lose any of these stats, simply increase or decrease the value by the corresponding number of spaces on the track. Although some effects can cause you to gain or lose a statistic during the Delve Phase, Knight statistics change most dynamically during Clashes. Knight statistics include:

1 **Passion** represents your battle fervor: it increases each time you attack and grants you access to powerful abilities from your Heroic Arc. By increasing it, you also become a bigger threat in the eyes of opposing Monsters. Each time you raise Passion, compare its level to that of other Knights. If your Passion is the highest among all Knights, you gain the Priority Target token (unless you already have it), thus becoming **the main target** for Monster Attacks (see Priority Target, p. 49).

2 **Heat** allows you to perform heroic acts: re-roll your dice, use Technique cards, Talents and activate other abilities. The more you strain yourself, the more Heat you generate. You can gain Heat up to your Heat Limit, which increases with lost Vigor.

You lose Heat at the start of each of your turns by the amount of your Heat Refresh attribute (see Refresh step, p. 55). Be wary though, as increasing your Heat may cause Monsters to act more aggressively toward you. Some AI cards have **Gated Effects** that refer to Heat, which you should always apply if you meet the requirement. For detailed rules, see Attack Gated Effects, p. 54.

3 **Heat Limit:** Your maximum Heat has a specific threshold, denoted by the black cube on the track. When you lose Vigor, this threshold will rise. This limitation may **prevent** you from using certain abilities or Techniques when you need them most, so be sure to keep a close eye on your available Heat and its limit. If any effect would force you to raise your Heat above your Heat Limit, raise your Heat to your current limit, then lose Vigor equal to the value by which you exceeded your Heat Limit.

Note: If you gain Vigor for any reason, **do not** decrease your Heat Limit!

4 Vigor **Vigor** tracks your well-being as well as your desperation: it decreases as a result of Monster Attacks and other injuries. As you lose Vigor, you become gradually closer to death (see Drawing a Mortis card, p. 53). However, each time your Vigor falls below any of the Peril thresholds, you increase your Heat Limit, unlock additional abilities on certain Gear cards and Techniques, and gain a higher chance of drawing a Mortis card with a powerful comeback effect.

5 **Maximum Vigor** Vigor: Though the Vigor track goes high, most Knights never reach its peak. This is represented by the maximum Vigor black cube. You will find your current maximum Vigor on your Peril Arc! No amount of gaining Vigor will ever move it past its limit. Raising your maximum Vigor during a Delve or Clash will not automatically raise your current Vigor. On the other hand, if your Vigor limit somehow falls below your current Vigor, you need to lower Vigor to your new maximum.

HARD LIMITS

Passion can never go above "9"; if you're at "9", you may still gain Passion, but it is considered to still be "9".

Vigor can never go above "15"; if you're at "15", you cannot gain more Vigor. Note that when your maximum Vigor is "15" there are no additional spaces above the track. You don't have to use a black cube anymore, the track becomes a natural limit.

Heat can never go above "9"; if you're at "9", you cannot gain more Heat. Note that when your Heat limit is "9" there are no additional spaces above the track. You don't have to use black cube anymore, the track becomes a natural limit.

RESETTING STATS

Certain effects may instruct you to reset a statistic, its limit, or its maximum value. This can be interpreted as either a positive or a negative effect depending on the statistic. Whenever you reset a statistic, you should return it to its default value—Passion and Heat back to 0, while Vigor to its maximum value denoted on the Peril Arc. All limits return to their starting values.

HEROIC ARCS

The more Passion you have, the deadlier you become. This is reflected by your Heroic Arc. It shows levels and corresponding abilities and bonuses applied to every Attack you perform. Most Heroic Arc effects are keyword abilities (see p. 80) and they follow all the rules of keyword abilities (stackable keywords from a Heroic Arc may stack with keywords from other sources). You gain the benefits of your current level, as well as all preceding levels.

Note that some Heroic Arcs provide you with a small additional effect. If that's the case, you'll find it at the top of the card.

Heroic Arc abilities are described in detail in the Ability Usage section, on p. 22.

PERIL ARCS

The Peril Arc represents a Knight's rising determination. It features various Peril thresholds (Uninjured, Minor, Major, Grave, and Judicium) that correspond to your current Vigor. Reaching a new threshold will usually increase your Heat Limit value.

Remember: Every time you lose , consult your Peril Arc to adjust your Heat Limit , observing any Heat Limit bonuses you have from other sources.

Note that some Peril Arcs provide you with a small additional effect. If that's the case, you'll find it at the top of the card.

Whenever you are instructed to perform a Peril Check, check your current . If the threshold is other than Uninjured, draw a Mortis or Judicium card of the corresponding threshold based on this table (see Peril Check, p. 53).

TECHNIQUE CARDS

Each Knight can perform a set of feats, represented by Technique cards. **Technique cards are double-sided.**

D The **dark side**, called the **Delve side**, can be used during the Delve Phase. These Techniques will help the Knight navigate the treacherous wastes of the Kingdoms.

C The **light side**, called the **Clash side**, can be used during the Clash Phase. Knights use these Techniques during battles with Monsters.

When you use a Technique, you must first pay its cost 1. Then, resolve its main effect 2 and Deplete 3 the card from your hand (see Depletion, p. 23).

Besides the main effect, each side of a Technique card has a supplementary effect, called a **Warm-up** 4 (Delve side) or **Exert** 5 (Clash side), found in the upper left corner. While the main effect of a card is often situational, these are universal (see Exert and Warm-up Effects, p. 23). **When you play a Delve Technique card, you always resolve its Warm-up effect.** When you play a Clash Technique card, you can use the Exert effect INSTEAD of the card's normal effect. If you do, IGNORE the Technique cost, and simply Deplete the card according to the symbol right below the exert effect.

Cards in your hand are considered available to use. Usually, a used Technique card must be refreshed before it becomes available again (see Refresh step, p. 55). During the game, your Technique cards will cycle between your hand and the Cooldown, Delay and Discard areas of your Knight Board.

Technique cards contain additional information about the Knight they belong to, their source, and their card ID.

Technique, Exert, and Warm-up abilities are described in detail in the Ability Usage section, on p. 22.

KNIGHT TALENTS

Talents are a Knight's signature abilities. Knights can acquire new Talents during the course of the game by progressing their personal storylines. Over time, your Knights will likely unlock several Talents, but a Knight can only use one of them at a time. Usually, a Talent card provides two named effects.

Talent abilities are described in detail in the Ability Usage section, on p. 22.

RESOURCE TOKENS

Some Knights use a special kind of token, called Resource tokens. These tokens fuel a Knight's special abilities. Resource tokens behave similarly to Knight tokens, in that they're generated by Heroic Arcs and Talents, and help Knights activate various abilities.

Each Knight may have different rules for Resource token usage, which can be found in that Knight's corresponding Knightbook. Generally, Resource tokens can be placed either on the Knight Boards or in the Knight Pool, depending on the trigger.

All Resource tokens in the Knight Pool are shared between all Knights, meaning that it does not matter who placed the tokens in the Knight Pool. Every Knight that can use them may do so. **Unlike Knight tokens, Resource tokens remain in the Pool until they're used.**

Resource tokens are not limited. If you would ever be required to place more tokens than provided in the game box, substitute them with Generic tokens.

Magic token

Fleisch token

Zeal token

KNIGHT POOL AND KNIGHT TOKENS

Knight tokens are a special type of "cooperative" token used by the players to enhance other player's attacks. These can help you hit and deal Wounds, escape Monster Responses, and more.

You generate Knight tokens by using weapon abilities, Heroic Arcs or through other game effects. The area you place Knight tokens in is called **the Knight Pool.**

Knight tokens are used during the following Knight's attack, after which they are discarded (regardless of whether you used them). In other words, you cannot save them up.

Knight tokens are not limited. If you would ever be required to place more tokens than provided in the game box, substitute them with Generic tokens, or any other game piece.

KNIGHT TOKENS

The types of Knight tokens include:

Break: Each Break token in the Knight Pool allows the attacking Knight to turn 1 symbol into 1 .

Opening: Each Opening token in the Knight Pool adds +1 to the result of **each** Attack die rolled during an Attack Roll.

Fire: Each Fire token in the Knight Pool turns 1 symbol into 1 . You may use other tokens to turn into first, but if you can't, you must always use as many tokens from the Pool as possible. During the Clear the Knight Pool step, leave all but one unused tokens in the Knight Pool.

Black: Each Black token in the Knight Pool grants a re-roll of 1 Power die, and turns 1 on a die re-rolled this way into 1 .

Closing: Each Closing token in the Knight Pool adds +1 to the result of **each** Attack die rolled during an Attack Roll, and grants a re-roll of **one** Attack die.

Hope: Each Hope token in the Knight Pool allows the attacking Knight to turn 1 or symbol into 1 .

Sunder: Each Sunder token in the Knight Pool allows the attacking Knight to turn 1 symbol into 2 . **You cannot use Greater Pass on this token.**

Rouse: Each Rouse token in the Knight Pool allows the attacking Knight to treat their Passion as 1 higher until the end of that Attack.

Diversion: a Diversion token in the Knight Pool allows the attacking Knight to ignore Fail Responses until the end of their Attack. Diversion tokens cannot stack.

Improved Diversion: An Improved Diversion token in the Knight Pool allows the attacking Knight to ignore all Responses until the end of their Attack. Improved Diversion tokens cannot stack.

Power: Each Power token in the Knight Pool increases the Total Power by 1. **You cannot use Greater Pass on this token.**

Cantrip: Each token in the Knight Pool can be treated as **either** 1 Opening or 1 Break token. You must state which token to change it into when declaring an Attack.

Spell: Each token in the Knight Pool can be treated as **both** 1 Opening and 1 Break token.

GEAR

Gear cards represent various types of equipment: weapons you use to attack the Monsters and armor that protects you from harm to miscellaneous trinkets that will help you come out on top. Most Gear is acquired during the **Spoils Phase** (see p. 67) or bought from the **Merchant Workshop** (see p. 29) in the Outpost. Some can be gained as rewards, for example by completing Investigations.

Each Gear card has a symbol that designates its type (1). It may also have **offensive stats** (2), **defensive stats** (3), an **ability box** (4), and **Gear Traits** (5).

There are three types of Gear cards:

- **Weapons:** All Gear carried by Knights in their hands counts as a Weapon (shields included!). Weapons can occupy one or two hand slots. All Weapons have offensive capabilities, but some of them may grant you defensive ones as well. Usually, Knights have **two** slots.
- **Armors:** This category includes all sorts of defensive Gear that covers the Knight's body. Armor cards usually grant Armor dice, Evasion bonus, Evasion Re-rolls or a combination of these defensive statistics. Usually, Knights have **one** slot.
- **Supports:** These cards give you access to unique abilities and effects. Support cards don't usually have defensive or offensive statistics. By default, Knights have two slots.

GEAR SLOTS

Most Knights have the same number of various **Gear** slots: two **hand** slots for Weapons, one **armor** slot, and two **support** slots. Some Gear may occupy more than one Gear slot.

CONSUMABLE GEAR

Consumables are a subtype of Support Gear cards that have a limited number of uses (see Charges, p. 21). They are gained from Loot cards, and once picked up they are immediately unlocked in the Merchant Workshop. If you equipped a Consumable Gear card for an Expedition, at the start of the Spoils Phase you will return it to the Merchant deck, regardless of the number of Charges you used (or didn't use!) up.

KNIGHVES

Knights are trained warriors and have many tricks up their sleeves (or boots), and thus are never defenseless. Even when they lose their weapons, they can fall back on their classic **Knighves**! This is represented by the special *Knighves* Gear card. For all intents and purposes, Knighves are treated like any other Gear card, with the following exceptions:

- Each Knight can use a single *Knighves* card. If, after preparing Loadout (see Knight Loadouts on p. 30), a Knight has at least one free hand slot, you may equip a *Knighves* card and use it as a or weapon, depending on how many free hand slots they have.
- If, at any point of the Clash, a Knight loses their weapon card(s), they may immediately equip a *Knighves* card and use it as a or weapon, depending on how many free hand slots they have.
- When a Knight is about to declare an active weapon during an Attack, you may choose to discard one or more of your equipped weapon Gear cards (see Discarding on p. 22) to equip a *Knighves* card (for example to resolve a Bonus Attack when your Knight is adjacent to the Monster and equipped with a Ranged weapon).
- If, at any point of the Clash, the Knight gains a weapon Gear card that uses up their hand slot(s) occupied by Knighves, you must set the *Knighves* card aside. It is then no longer equipped on the Knight.
- Knighves can be exhausted just like any other Gear card, but they cannot be discarded or exchanged by any means.

GEAR ATTRIBUTES

All Gear cards share a number of attributes that define them. They include offensive and defensive stats.

OFFENSIVE GEAR STATS

These attributes are found primarily on weapons and influence your ability to attack. They are always situated on the left side of the Gear card and include:

Attack dice: Number of Attack dice rolled during an Attack.

Precision bonus: A value you add to the result of each of your Attack dice.

Weapon Power: Number and tier (color) of Power dice provided by **each hit**. Once you hit the Monster, **for each successful hit** you add this many dice to your Power Pool.

Bonus Power: Some powerful weapons have Bonus Power, i.e. A bonus Power die or even raw Power, that are added to the result of your Power Roll.

DEFENSIVE GEAR STATS

These attributes increase your survivability and are found primarily on **Armor**, Shield and a handful of **Support** cards. They are always situated on the right side of the Gear card and include:

Evasion bonus: A value you add to the result of each of your Evasion dice.

Evasion Re-roll: During an Evasion Roll, you may re-roll a number of dice up to this value without any additional cost. **Remember:** You can only re-roll each die once, regardless of how many re-roll sources you have!

Armor dice: Number and type of Armor dice added to your Armor Roll dice Pool.

OTHER GEAR STATS AND QUALITIES

There are various other commonplace stats and qualities found on many Gear cards.

Tier: Every Gear card has a tier noted at the bottom. These **correspond to the tiers of the campaign**. Whenever you equip a card that is of a higher tier than your own, lose -2 maximum per tier of difference (e.g. if your campaign is in the Mob Tier and you want to equip a King Tier card, you lose -4 maximum).

Charges: Some effects are limited by the number of Charges. At the start of an Expedition, place a number of tokens on this card equal to the value. When an ability instructs you to spend Charges, discard the indicated number of tokens from this card. If there are no Charges left on a Gear card, you cannot use abilities that require you to discard a charge.

Charge token

Ability box: All effects described in this part of a Gear card are abilities. To learn more about them (see Ability Usage on p. 22).

Gear Traits: Traits are additional descriptors of each Gear card. They have no inherent effect, but other game elements may refer to specific Gear Traits. For example, as a prerequisite for triggering an effect. Traits are always active as long as the Gear card is equipped.

BACKS OF GEAR CARDS

The back of a Gear card contains miscellaneous information, such as which Kingdom or Monster the Gear card belongs to.

Gear cards bought from a Merchant **are double-sided**. One side of the card is the standard you can buy, while the other you can acquire through Reforging (see Reforging Gear, p. 29).

GEAR ENHANCEMENT

In ***Kingdoms Forlorn***, even the best Gear can be made better. There are two ways to enhance Gear: through **Upgrade cards** and **Reforging**.

Upgrade cards are acquired from the **Loot deck**, after scavenging them during an Expedition. Upgrade cards are not Gear cards and cannot be used by themselves. They must be attached to a Gear card of a specific type, Weapon or Armor, in order to modify them, apply additional effects, or grant you access to completely new abilities.

The type of Gear card an Upgrade can be attached to is indicated on the Upgrade card. A Gear card can have up to one Upgrade card attached. Once an Upgrade card is attached to a Gear card, they are considered a single game element. In other words, if an Upgrade is exhausted, the Gear card is also exhausted, and vice versa. The same applies to Discarding, and also permanently removing from the game. **Upgrade cards can be detached from a Gear card and attached to other Gear that matches its type.** Upgrade cards can't be attached to Merchant Gear.

Upgrade card

On the other hand, only Gear cards purchased from a Merchant can be **reforged**. During the Outpost Phase, simply visit the Merchant Workshop and reforge any Merchant Gear you own, paying the appropriate cost found on the card itself. When you reforge a Gear card, simply flip it and use the other side from this point on. **Reforging is permanent.**

Merchant Gear card

EXHAUSTING, DISCARDING, AND REMOVING ELEMENTS

When instructed to **exhaust** a card, you should turn it 90 degrees to the right to indicate that it is exhausted. It is still treated as equipped on your Knight, but you cannot use it as an active weapon or use its defensive statistics or any of its abilities, except effects triggered by exhaustion (e.g. "if exhausted") or effects resulting in it unexhausting (e.g. "When you are knocked down, unexhaust this card"). **Note:** Passive abilities (such as Ranged 2–4 or +1 Precision) are ongoing, therefore they remain in effect even if a card they are printed on is exhausted. Similarly, Gear Traits are always active.

Some game elements other than cards may instruct you to exhaust them. In that case you should exhaust only that specific game element.

All cards remain exhausted until they are unexhausted by another effect (see below).

Exhaust example

UNEXHAUSTING

Each Knight may spend their Movement Action or Combat Action to unexhaust all exhausted equipped game elements (Gear cards, Knight abilities and so on). Some other game effects may also allow you to unexhaust some or all of your game elements.

EXHAUSTIBLE GEAR

Some game effects refer to Exhaustible Gear. This category includes all Gear cards with the *Cumbersome* keyword or with active abilities that include as their cost.

DISCARDING GEAR

When instructed to **discard** a Gear card, flip it face down (or hide it beneath your player board in case of double-sided cards!). It is unusable until the end of this Clash and is not treated as equipped by your Knight. It is not, however, permanently removed from the game—usually discarded cards return to their owners during Clash Aftermath (see p. 63). The only exception are Consumable Gear cards, as they return to the Merchant Workshop (see p. 29) and need to be rebought.

REMOVING ELEMENTS (ARCHIVING)

When instructed to permanently remove an element from the game, place it back in the game box. It will likely not be used in your current playthrough, unless a future effect explicitly refers to this element. Permanently removing an element may sometimes be referred to as Archiving a game element.

Sometimes you may be instructed to remove an element for a specific duration. In such a case, set it aside and keep it separate from other game elements for this duration. For example, when instructed to remove an element from a Clash, it is removed from this Clash only but will be used in subsequent Clashes against the same Monster. Removed Gear cards that were acquired via the **Loot deck**, or purchased from a Merchant Workshop, may be re-acquired or purchased again.

ABILITY USAGE

Knight Talents, Techniques, and equipped Gear cards, as well as other game elements, give you access to various abilities. Some of them can be used as a free action or as a Reaction, others will have a specific timing condition or even grant a constant effect.

In general, each effect described within the **ability box** of a Technique cards, Gear cards and Talents is an ability. There are a few categories of abilities.

ACTIVE ABILITIES

Abilities that require you to pay a cost are **active abilities**. The cost is always shown directly before the ability. Ability costs may include:

- Using a Combat Action.
- Using a Movement Action.
- Using a Complicated Action.
- Gaining the specified amount of Heat; this is considered voluntary gain, and you cannot pay the cost if it would cause you to exceed your Heat Limit!.
- Losing the specified amount of Vigor. This is considered voluntary loss, and you cannot pay the cost if it would cause your to fall below 1.
- Exhausting the game element providing this ability.
- Discarding the game element providing this ability.
- Discarding a Charge token.
- **Resource tokens:** Losing a Knight-specific resource, like Fleisch.

Other, more specific costs may be listed in the particular ability. Active ability usage is **always voluntary** (you **may** pay the cost to resolve the ability). As such, **these costs can never be prevented or ignored** by the use of other game effects.

Active abilities that have a specific timing condition (such as "during the second ability window", "when you are about to die") can be activated only during that specific activation time, unless another rule overrides this timing (for example, by instructing you to resolve the ability **immediately** once something else occurs).

Active abilities that do not have a specific timing condition can be used as a **free action** (see p. 62).

You cannot activate an ability if you cannot pay its full cost (e.g. an ability requires you to raise and your is already at Heat Limit!, or an ability requires you to discard a charge and there are none remaining).

You can use each available active ability on a single game element **once per Round**, even if you have multiple charges on it.

Example: During his turn, Ser Sonch uses the Alleviating Ointment *Gear card to gain +3. He still has another charge on it, but since it is an active ability, it remains unusable until the end of this Knight Round.*

CONSTANT ABILITIES

Abilities that have a specific timing condition but **do not** require you to pay any cost are **constant abilities**.

Constant abilities continuously seek specific timing conditions and **must be resolved** any time the specified condition is met, unless the ability text itself specifically says that "**you may**" resolve its effect.

As a general rule, you must always resolve keywords that place Knight tokens in the Knight Pool (like Opening X or Break X), as well as keywords that hinder you in any way (like Cumbersome or Commit). You generally **may** use abilities that grant you move-like abilities (like Reposition X) or allow you to forcefully move the Monster (like Pushback X). See the Keyword List (p. 80) to learn more about using other keyword abilities.

Constant abilities are resolved every time a condition is met (e.g. "during an Armor Roll"), **therefore they can be used multiple times during the same Round**.

Example: The Eggknight moves through a space occupied by Paracelsa, triggering the Tumble ability on her Pocket Sand *Gear card. She passes the Tumble roll and does not suffer Crash! Later in the same Monster Round, the monster moves through her space one more time! Since Tumble has no cost and is a constant ability, she will then attempt to avoid Crash again.*

Exception: Some powerful constant abilities, (like Pushback X or Vault), have dual timing conditions; namely, they can be triggered during either the first or the second ability window of a Knight Attack. You may use such abilities in either of the windows, but not in both (e.g. Knights may use Vault in either the first or second ability window but not in both).

Abilities that do not have a specific timing condition, and do not require you to pay any cost are called **passive abilities** and provide a **passive ongoing effect** (such as "+1 Precision", "Poison Limit +1").

HEROIC ARC ABILITIES

Heroic Arc abilities are a unique ability type, represented by icons in the Knights' **Heroic Arcs**. Similarly to constant abilities, Heroic Arc abilities do not have a cost, but they are resolved slightly differently.

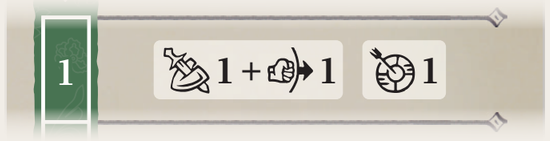
Most Heroic Arc abilities modify your Attack, either by giving you access to additional keywords (like X or X or powerful effects, such as Additional Power Die).

Heroic Arc icons representing keywords should be treated as such (they can stack with keywords from other sources, see Stackable Keywords, p. 24).

Each Heroic Arc ability is **gated** by your current level. As you gain, you unlock more powerful abilities and effects.

You can apply bonuses from **each** Heroic Arc level **equal to or lower** than your current.

Most Heroic Arc levels give you a choice of two options. These are always **exclusive**: If you decide to apply one of these options, you cannot apply the other. **Note:** Some options may include more than one effect. Heroic Arc symbols that are linked with a "+" symbol are both part of the same option.



You must always make as much use of your Heroic Arc as possible. When you reach the **second ability window** of your Attack, you **must** apply relevant effects from each level of the Heroic Arc that is still available. **Remember:** If an ability text says that "you may" do something, it is never forced. You can apply this ability, then decide not to resolve its effect.

HEROIC ARC GOLDEN RULE

You do **not have to** use any of your Heroic Arc abilities **until you reach the second ability window**, at which point you **must** activate all applicable effects from your Heroic Arc that are still **available** (1 option per level).

NAMED ABILITIES

The text of some abilities is preceded by an **ability name** (e.g. Dodge, Reflex) and, optionally, a **subtype**, preceding their name (such as Advanced Reflex, Superior Block).

You **cannot** use multiple abilities with the same name at the same time (unless they are stackable keywords; see p. 24). For example, you cannot use a Reflex ability and an Advanced Reflex ability in the same window of opportunity (see Window of Opportunity, p. 54).

You **can** use multiple active **abilities** with the same name during a single Round, provided that they come from different game elements (as each single active ability can only be used once per Round!).

Example: Kara has a Technique that grants her an ability called Advanced Reflex, as well as a Wilder Cloak *Gear card with a Reflex ability. Even though one of them has a subtype (Advanced), while the other doesn't, they still have the same name and as such they cannot both be used in the same.*

Kara has to choose which one to use. If, however, there is another in the same Round, the player controlling the Knight may choose to use the other ability.

GATED ABILITIES AND EFFECTS

Many abilities and effects of Gear cards and other game elements unlock when some other requirement is met, for example having an appropriately low Peril threshold, see **Peril Arcs**, p. 18. For example, if a game element has a Minor Mortis gated effect, you can use it on all Peril thresholds except Uninjured.

These gate requirements and abilities are most often found at the bottom of a card. If the gate requirement is met, the ability or effect is treated as if it was part of the ability box.

If, for some reason, you stop meeting the gate requirement (for example you gain), the ability is once again locked and unavailable. **Note:** Some gated abilities are added on top of the normal abilities, while others replace the normal abilities of a card.

TIER-GATED ABILITIES AND EFFECTS

Some abilities and effects scale as you progress through your campaign and achieve higher tiers. Such gates, denoted by a banner with a specific tier (like "**Vassal**" or "**King**") are **permanently unlocked** once your Knight reaches a specific tier (see Knight Progression, p. 24).

DEPLETION

At the bottom of the Technique cards there is a Depletion symbol. When you use a Technique, it will most often require you to either Cooldown, Delay, or Discard it afterward. When that happens, place the card in the appropriate area of your Knight Board. The last type of Depletion is Instant. When you use a Technique with an Instant Depletion, it returns to your hand at the end of the current Round (Knight, Monster, or Delve Round).

1 COOLDOWN AREA

Cards in the Cooldown area return to your hand when they are refreshed (see Refresh step, p. 55). When instructed to Cooldown a card, place it in your Cooldown area.

2 DELAY AREA

Cards in the Delay area are moved to the Cooldown area when refreshed (see Refresh step, p. 55). When instructed to Delay a card, place it in your Delay area.

3 DISCARD AREA

Cards in the Discard area **cannot** be refreshed, and consequently cannot be recovered by regular means, outside of Clash Aftermath. When instructed to Discard a card, place it in your Discard area.

EXERT AND WARM-UP EFFECTS

Most Technique cards have additional Exert and/or Warm-up effects. These effects are located in the upper left corner of the cards. They provide small combat bonuses, such as dice re-rolls or additional Knight tokens.

During a Delve, whenever you use a Technique, trigger and resolve its Warm-up effect. These effects usually place tokens in the Knight Pool, for future use during a Clash.

During a Clash, when you are performing an Attack, you may, at any moment, **Deplete a Technique card from your hand** to resolve its Exert effect. For example, after a Power Roll, you may use a Technique with a Break as an Exert effect to immediately add a Break token to the Knight Pool. Note that cards used in this way do not provide their other ability!

KEYWORDS

A keyword is an ability that conveys specific common rules. Each keyword has its own rules that can be read at the back of this Rulebook, on p. 80. These are all named Abilities and follow all of the rules and restrictions of named Abilities.

STACKABLE KEYWORDS

Abilities usually do not stack (for example, if you have the Deadly keyword on your weapon and gain it from another source, you cannot use both of them to gain Crit Chance at 8–10). There are, however, some abilities that do. Unless the ability text says otherwise, every keyword followed by a number is a **stackable keyword**.

You may activate several stackable keyword abilities with the same name at the same time. Their effects then add up and "stack". For example, two separate Opening 1 abilities would effectively be the same as Opening 2.

Keywords that are not followed by a number do not stack.

KNIGHT PROGRESSION

As you progress through your campaign, go on Quests and resolve Investigations, your Knight will grow in strength. Progression in *Kingdoms Forlorn* is not linear. In other words, you will not be gaining "experience points" or "level up" at regular intervals.

Instead, you will be gaining new Classes, Talents, Techniques and Gear, as well as Virtue bonuses and other unique Boons **as Quest and Investigation rewards**, depending on your choices. Some progression paths are mutually exclusive!

You will also gain new Gear cards from the Loot deck, or buy them from the Merchant Workshop.

The closest *Kingdoms Forlorn* gets to traditional leveling is the **tier system**—as you progress through your campaign, you will move from tier to tier, usually after 1 Quest and 3 Investigations (a Chapter of your story). However, rather than reflecting your own power, the tier you are playing at **defines the difficulty of opposition you will face**, like the types and levels of Monsters you will battle.

EXPEDITIONS

In the following sections you will find all the rules that apply to Expeditions, from starting your Quests and Investigations in the Vision Phase, through exploring a Kingdom in the Delve Phase, to battling Monsters in the Clash Phase.

EXPEDITION SEQUENCE

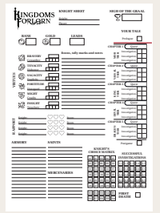
Kingdoms Forlorn is played in a series of Expeditions, with each Expedition representing one Adventure, one Delve into the Deep Fog. Each Expedition consists of the following steps, resolved in this exact order:

1. **Vision Phase:** Read the stories in your Knightbooks, choose a Quest and decide on the Party Leader, choose Investigations, unveil a Kingdom.
2. **Outpost Phase:** Make all necessary preparations, including buying items, hiring help, and scouting the region (p. 28).
3. **Delve Phase:** Explore the Kingdom map, collecting Clues and fulfilling objectives and Contracts (p. 30).
4. **Clash Phase:** Resolve an Exhibition Clash (p. 42).
5. **Rest Phase:** Take a short break to regain strength and resources, resolve Campfire Tales (p. 66).
6. **Second Delve Phase:** Continue to explore the Kingdom map (p. 30).
7. **Second Clash Phase:** Resolve a Full Clash and the Quest's ending (p. 42).
8. **Spoils Phase:** Divide the spoils, exchange loot for items and gold, gamble (p. 67).

When you finish the Spoils Phase, you may jump straight to the next Expedition, starting with a new Vision Phase.

At the start of each Chapter covering a game Phase, you will find all the setup instructions necessary for that Phase. For the Knights, details of their individual rules and setup instructions can be found in their respective Knightbooks.

First Knight Party Marker


Knight Sheets

Knight Boards

Clash/Encounter Board

Kingdom tiles

Condition cards

Deep Fog cards

Loot cards

Fool's deck cards

Clue cards and Clue tokens

Knight tokens

Mortis cards

Knightbook

Kingdom Sheet

Exploration cards

Kingdom track

Encounter Monster Tokens

Acrylic cubes

Single/Triple Panzergate tokens

Surge/Flood tokens

Knight miniatures

Encounter Monster Cards

VISION PHASE

An Expedition starts with the Vision Phase, where the Knights find their individual callings. Players decide what their priorities are—are they going on a Quest, starting an Investigation, or do they simply want to Free Roam.

The Vision Phase consists of the following steps, resolved in order:

1. **Questing Player:** Players decide which one of them is going on their Quest. All other players choose if they are going on an Investigation or Free Roaming. **Remember, only one player can go on a Quest during a single Expedition! Note:** There are times when no one will be Questing.
2. **Favor of the Graal:** When starting the first Quest of a given Tier, each Knight gains 1 Sigh of the Graal. Note it on your Knight Sheets (see p. 14).
3. **Party Leader:** The Questing player becomes the Party Leader. If nobody is going on a Quest, players decide who will become the Party Leader for this Expedition.
4. **Invitation:** The Questing player reads their Quest paragraphs (found in their Knightbook). Players going on Investigations read their Investigation paragraphs. Each of the players going on Investigations and Free Roams draws a single Clue card (see Clue Tokens and Clue Cards p. 26).
5. **Destination Kingdom:** The Party Leader determines which **Kingdom** you are delving into. The Kingdom may be determined by the Quest's instructions or left to be chosen by the players.
6. **Kingdom Setup:** The Deep Fog parts enough for you to glimpse what awaits you during your Expedition.
7. **Monster Setup:** Determine which denizens of the *Kingdoms Forlorn* you will have to face during Encounters and Clashes.
8. **Onward:** You are ready to proceed to the Outpost Phase.

QUESTS, INVESTIGATIONS, AND FREE ROAMS. WHAT SHOULD I CHOOSE?

Choosing who goes on a **Quest**, and who goes on **Investigations** or **Free Roams** will determine the flow and scope of the entire Expedition, so the decision should be carefully considered.

QUESTS

- **Quests** serve to progress the main storyline of your Knight.
- **Only one Knight can be on a Quest at any given time.**
- The Questing Knight must be the Party Leader.
- You cannot repeat a Quest and have to continue with its consequences.
- Resolving a Quest (no matter the outcome) is one of the requirements to move onto the next Chapter of your campaign/advance your tier.
- Quests introduce special mechanics, influencing the regular pace of the Expedition, triggering Exhibition Clashes, Full Clashes, and Rests at various moments. **Note: This does not mean you will resolve extra Phases, like two Rests or two Clashes!**
- When you resolve a Quest, mark it on your Knight Sheet.
- The Questing Knight gains **one Sigh of the Graal**. This is a powerful, extremely limited resource that will give you an opportunity to repeat a Clash.

INVESTIGATIONS

- Investigations will grant deeper insight into the events surrounding a Knight, their personal history, the Kingdoms they venture through, and more.
- **Several Knights can be on Investigations (or Free Roams) at the same time.**
- An Investigating Knight may be the Party Leader (if there is no Questing Knight).
- Resolving **three** Investigations (no matter the outcome) is one of the requirements to move onto the next Chapter of your campaign/advance your tier.
- A successful Investigation will always provide your Knight with a known reward, be it a Gear card, a new Technique or something special! By playing through a given Chapter, you may gain up to three rewards from Investigations.
- When you resolve an Investigation, mark both of its boxes on your Knight Sheet if you succeeded and only the right box, if you didn't.
- A failed Investigation (with only the right box marked on the Knight Sheet), allows you to undertake an additional Investigation during a Free Roam (if you resolve it successfully, mark the remaining box). You can repeat a failed Investigation or start one you have not yet attempted, as long as it's from the same Chapter you are currently playing through.

FREE ROAMS

- Free Roams are low-stakes Expeditions that allow you to grow in strength and acquaint yourself with the Monsters infesting the *Kingdoms Forlorn*.
- **Several Knights can be on Free Roams (or Investigations) at the same time.**
- The Knight on a Free Roam may be the Party Leader (if there is no Questing Knight).
- Resolving a Free Roam is not required to move into the next Chapter of your campaign/advance your tier.
- You don't have to go on any Free Roams during your campaign unless you feel like it.
- If you failed any Investigations, you may undertake an additional Investigation during a Free Roam.

CLUE TOKENS AND CLUE CARDS

Clue tokens (Clues) are an important element of almost every Expedition. They serve as a physical representation of your Knight's progress, be it looking for a missing person or lost lore, or tracking a foe. More often than not, you will be required to collect a specific number of Clues of a given kind to succeed with your Investigation. You will gain most of your Clue tokens during the Delve Phases of your Expedition (see p. 30).

Clues are collected on the Clue card on your Knight Board.

Martial token *Errant token* *Historic token* *Mystic token*

Some Quests' special rules may instruct you to use Clue tokens in a different way. Sometimes you will even be instructed to take Clue tokens and place them on your Portrait. **In such cases, these Clues do not count toward the Clues needed for your objective, and are not considered collected, unless specifically stated.**

CLUE CARDS

If you're going on an Investigation or a Free Roam, you will draw a single Clue card to determine what **two** types of Clues you will be collecting. The Clue card determines your **Primary Clue** and the number of Clues of this type you need to collect during the Expedition.

For your **Secondary Clue**, check the Primary Clue of the Knight to your right and mark its type on your Clue card with a matching Clue token (yes, it already counts as a gained Clue token!).

Remember: You can only collect the Clues depicted on your Clue card!

Clue card example

LEADS

At the end of an Investigation, if you succeeded and collected more Clues than needed, note the excess amount on your Knight Sheet in the "Leads" section. If you failed, note half the amount of collected Clues (rounded down) as Leads. You can spend 5 Leads to automatically succeed on a chosen Investigation from your current or previous Chapter, whether you played through it or not. This way you can avoid repeating a failed Investigation or gain additional rewards. Read both of its paragraphs, mark any unmarked box, and gain its reward (that means you may gain more than three rewards from Investigations from a single Chapter!).

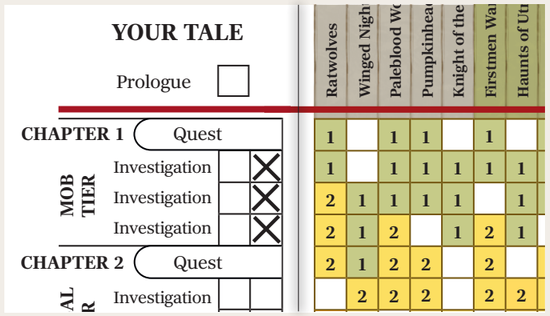
KINGDOM SETUP

1. To set up a Kingdom for your next Expedition, start by setting up the general game components:
   - **Boards:** the Kingdom track 1 and the Clash/Encounter Board 2.
   - **Knight Components:** Knight Boards 3, Knight Sheets 4, Knightbooks 5 and Knight miniatures 6 of every Knight participating in the Expedition, near their players.
   - **Party marker** 7.
   - **Tokens:** Knight and Resource tokens 8, and Clue tokens 9.
   - **Card decks:** the four Mortis decks 10, the Condition deck 11, the Deep Fog deck 12, the Scavenge deck (made of Loot cards) 13, the Fool's deck 14 and the Clue cards 15.
2. Mark the "0" space on the Threat, Curse and Time tracks of the Kingdom track using transparent cubes.
3. Place the Kingdom Sheet of the destination Kingdom in an accessible space on the table 16. Take the Kingdom tile decks of that Kingdom (they come in various sizes!) and place them face down within reach 17.
4. Place your starting tile face up in the middle of your play area, leaving ample space for exploration, then check the tile for paths leading out of it, locate the appropriate tiles, place them face down adjacent to the starting tile. If the starting tile is not specified by your Quest, check the starting Kingdom tiles in the Kingdom Codex, and choose one at random.
5. Put the Party marker on the starting tile 18.

6. Shuffle the designated Kingdom's Exploration deck and place it near the Kingdom tiles.
7. Shuffle the Kingdom-specific Mortis cards into the corresponding Mortis decks (Minor, Major, and Grave), then place them next to the Judicium deck.
8. Do the same for the Deep Fog deck.
9. Place any Kingdom-specific tokens nearby 19.

MONSTER SETUP

1. Take the designated Kingdom Codex and find the **Bestiary**. Then, take the Party Leader's **Knight Sheet** and align its **right side** with the Bestiary, so that they overlap, as shown on the diagram below.



Knight Sheet and Monster matching each other.

2. Find the lowest **marked box** on the Sheet. Now, use the **Knight Bookmark** to trace a row to the right from it, through the Bestiary. For each Monster whose block is above the line you traced with the Bookmark (fully or partially), take their **Encounter Monster card** of a matching level. If a Monster has no matching level, it is unavailable during this Expedition. **Note: Encounter Monster cards are double-sided, and the level you're looking for may be on the back.**
3. Finally, shuffle all the Encounter Monster cards you've set aside into an Encounter Monster deck and draw a number of cards equal to the number of districts in the current Kingdom. As Encounter Monster cards are double-sided, be sure to draw from the bottom. Place these cards next to the Kingdom Sheet. These are the **Monsters** you might face during this Expedition. For each District, assign a random Monster to it by placing their Encounter Monster token on the District Wheel.

Note: In extremely rare cases your Quest will instruct you to resolve an Encounter against a specific Monster that you may not have in any of your districts. In that case, resolve that Encounter, then return all of that Monster's components back to the game box.

You are now ready to proceed to the Outpost Phase.

ENCOUNTERS AND CLASHES

The double-sided Encounter Monster cards drawn during Monster Setup serve a double function. Twice during your Expedition, around the midpoint and at the very end, you will engage in **Clashes**. When you do, and your current Quest does not specify who you're facing, you will check the District Wheel for the corresponding Encounter Monster token, and face that Monster in battle.

However, during both Delve Phases, you may also have episodic run-ins with those Monsters! These are called **Encounters**. Whenever you are prompted to resolve an Encounter, you will check the District Wheel, but instead of a Clash, you will proceed to an Encounter, using the Encounter Monster card instead of a Monster Sheet.

OUTPOST PHASE

Before venturing beyond the Deep Fog, your Knights need a place to prepare. Outposts function as hub areas your Knights visit before leaving on an Expedition, during the aptly named Outpost Phase. Outposts come in different shapes and sizes, depending on the explored Kingdom, and can provide various resources for your party.

The Outpost Phase consists of only three steps, resolved in order:

1. **Outpost Activities:** Players partake in a variety of activities that will give them an advantage during the upcoming Expedition.
2. **Preparing Loadouts:** Each player prepares their Knight's Loadout.
3. **Onward:** You are ready to proceed to the Delve Phase.

OUTPOST SETUP

Find the Outpost in the Codex of the Kingdom you are venturing into. Then, take all of your unlocked **Mercenary cards** (see Unlocking Mercenaries, p. 29), and the **Merchant deck** (including unlocked **Consumable** cards) from your **current** and **lower tiers** (see Tiers, p. 12), and place them in a space available to all players. That's all for the set up!

OUTPOST ACTIVITIES

The Outpost offers bonuses and activities intended to help you on your Expedition. That is, provided you have the gold to spend! The Outpost Phase offers various possibilities, accessible through **sections** of the Outpost, which can be resolved **in any order**. However, **first come, first served**, as your party is not the only one seeking a leg up. The place you visit first will have a special bonus that is represented by the **Early Bird** effect visible at the top of every section. Your party may use any number of sections in the Outpost, but only the first one will grant you the Early Bird effect.

Once the party has finished the Outpost, you are ready to embark on your Expedition and begin the **Delve Phase**!

THE INN

The Inn is a crowded, bustling place, full of other groups that seek fame and fortune in the *Kingdoms Forlorn*. It's a perfect place to drop by before the expedition, as there is always someone who might help you in some way. Just roll the dice and check who you meet.

GOLD

Gold is the universal currency of the *Kingdoms Forlorn* world. If something has a cost, and the type or nature of that cost is uncertain, it is **gold**.

THE NOTICE BOARD

During the Outpost Phase, your party may sign one of the available **Contracts** to fulfill during the Expedition in exchange for additional rewards.

Contracts are "side quests" you can undertake, extra goals to pursue while following your Knights' primary objectives. They'll bring their own rewards and can modify the rules of an Expedition. **There is no cost for signing a Contract.** Contracts are tiered (see Tiers, p. 12), and you may only sign Contracts up to your Party Leader's tier! You can find all Contracts **in the respective Kingdom Codex.** Note that some have a checkbox by their name. When you fulfill one of those Contracts, you will be instructed to mark that Contract's checkbox, which denotes that you've already finished it. These Contracts are not repeatable. In other words, **you cannot sign Contracts that have this checkbox marked**.

Each Contract includes a description of the rewards you will gain when you fulfill that Contract.

Important: Your party, as a group, can only have one signed Contract per Expedition. Don't worry, every participating Knight will partake in the rewards of a fulfilled Contract.

SCOUTS GUILD

It's a dangerous world out there! Sometimes you'd be wise to consult a local guide. Luckily, many Outposts have an array of such experts available for hire. At the **Scouts Guild** you can employ Scouts to complete various tasks for your party, which will give you an upper hand during a Delve. Scouts come in three categories:

1. **Recon:** Recon Scouts grant you the option to place additional Kingdom tiles.
2. **Patrol:** Patrol Scouts allow you to look up cards from the Exploration deck.
3. **Survey:** Survey Scouts add special cards to the Exploration deck that will grant you various positive effects.

To check the currently available Scouts, refer to your Kingdom Codex.

MERCENARY GUILD

Your Knights are not the only adventurers in the land. Countless other individuals make their livelihood by putting their swords to good use. For a price, these specialists will join you on your Quest if you employ them at the **Mercenary Guild**. For the duration of an Expedition, the party can be accompanied by up to four Mercenaries.

When deciding on a Mercenary to recruit, you may choose from the Mercenaries available in the Mercenary Guild section of the Kingdom's Outpost.

Mercenary card

All Mercenaries come with a double-sided card. Each side features a pair of abilities, one for the Delve Phase 1 and one for the Clash Phase 2 (see Mercenary Abilities on p. 63 for details).

Initially, the Mercenary deck consists of **only** level 1 Mercenary cards. Various game effects may later instruct you to add new Mercenaries of higher levels to your Available Mercenaries deck. These additions are permanent (see below).

To recruit a Mercenary, you must pay the cost 3 denoted on that Mercenary's card. You may recruit a Mercenary only if they do not share a **name** with another currently recruited Mercenary.

Note: Certain effects may allow you to recruit a specific Mercenary. These Mercenaries are not added to the available Mercenary deck unless stated otherwise.

UNLOCKING MERCENARIES

You can gain Mercenary cards from various sources, such as Quest rewards or Adventures. Whenever you gain a Mercenary card for the first time, that card becomes unlocked—note that Mercenary on your Knight Sheet. All Mercenaries that were gained via Knight Campaign are unlocked only for that Knight. Mercenaries gained from any other source (e.g. an Adventure or a Contract) are unlocked for everyone. Add all unlocked Mercenary cards to the Available Mercenary Deck.

THE MERCHANT WORKSHOP

If you're in need of some better equipment, you'll find what you're looking for at the Merchant Workshop. This is where you can purchase Gear from all tiers up to your personal tier. In other words, when buying equipment from the Merchant Workshop, you check the tier of your own campaign, not that of the Party Leader's. For example, if your Knight is on the King Tier, you may buy Gear from Mob, Vassal, and King Tiers, but not from Devil, and Dragon Tiers. To buy a Gear card, pay the cost denoted on the card and add that card to your **Knight Armory** (see p. 16).

REFORGING GEAR

You may reforge any Merchant Gear you own. However, you cannot reforge a Gear card you just bought during that same Outpost Phase. To reforge Gear, pay the cost denoted on the reforged side of its card. From that moment on you may only use the reforged side of that Gear card.

SHRINE OF THE SAINTS

At the Shrine of the Saints, each Knight can spend a Devotion token to gain a patron Saint from among the unlocked Saints. A given Saint can be patron to only one Knight at a time. For more details, see Saints, p. 68.

Saint cards

KNIGHT LOADOUTS

Once you're done with your Outpost activities, it's time to decide on your Loadouts. **A Loadout remains fixed until you return from an Expedition.** In other words, once you begin the Delve Phase, **you won't be able to change your Loadout until the Spoils Phase.**

First, set up your **Knight Board** by taking the two cardboard pieces (A and B) and connecting them.

Matching Knight Board

Then, prepare your Knight's Portrait cards, Heroic Arcs, Peril Arcs (see p. 18), and all the Talents you've unlocked up to this point and choose one of each (you may mix and match). Place the chosen components on the appropriate spaces of your Knight Board.

Then, mark your Knight's starting statistics using transparent acrylic cubes (usually at "0"). In addition, place a black cube on both and tracks, one in a space above your Heat Limit !, and the other one in a space above your maximum Vigor (see Peril Arc, p. 18).

Next, choose a number of Technique cards (from those you've unlocked), up to your Knight's **Hand Limit**.

STARTING OUT

If you're just starting out, and this is your first Expedition, you can find the elements your Knight starts with in their Knightbook, in the **Knight Setup Instructions** section.

Finally, select the Gear cards you want to use from all the Gear found in your Knight Armory. Usually, you can equip two hand slots worth of Weapons, one Armor and up to two Support cards (see Gear on p. 20).

Once all Knights are ready, proceed to the Delve Phase.

Remember: Once you commit to your Loadouts, you won't be able to change them until you return from the Expedition, in the Spoils Phase!

Knight Loadout example

DELVE PHASE

The **Delve Phase** is where you finally cross the Deep Fog and enter one of the **Kingdoms Forlorn** to achieve your objectives. The Delve Phase encompasses the entirety of the game played on the Kingdom Map, like traversal, Monster Encounters, Adventures, and story interactions. Usually, your Expedition will comprise **two** Delve Phases, broken up by Clash and Rest Phases. You have a limited amount of time before you will need to retreat to the safety of the Border, so make it count.

DELVE ROUNDS

The Delve Phase is played in **rounds**, each corresponding to one hour on the Time track. Around the halfway mark, the Delve will be broken up by a Clash, after which it will resume with the second Delve Phase. The Time track **does not reset** between the first and second Delve Phases, which effectively means that you have, at most, **sixteen rounds** to complete all your objectives before the final Clash!

Important: Some effects may make you lose additional Time or force a Clash to happen earlier than expected, so be wary!

KINGDOM TRACK

The Kingdoms Forlorn are hostile places that abhor the presence of humans. It is never a good idea to stay there for long. The **Kingdom track** represents the worsening conditions and your Expedition's limited time. The Kingdom track has three statistics: Threat, Curse, and Time.

Threat represents the rising danger of traversing the Kingdom that is more and more aware of your interloping presence. **Curse** tracks the growing influence the Kingdom's Curse has on your party, while **Time** reflects the passage of hours during the Expedition. These statistics are shared by the whole party, and may affect various in-game effects or trigger new ones.

Whenever you gain any of these statistics, move the marker on the corresponding track. Similarly, if you activate an effect that causes you to lose any of the statistics, lower its level on the track.

As mentioned, keep in mind that if either Threat or Curse increases over the maximum value, it will result in an **immediate Expedition loss.** Also, certain effects will become more deadly the higher these statistics go.

Typically there is a limit of 4 , and 9 , and you have 16 hours (rounds) to complete your Expedition.

You may have noticed a paragraph number near space 9 on the track. If you reach 9 for the first time during an Expedition, proceed to that paragraph. It is located in the Kingdom Mysteries section of your current Kingdom Codex. But beware, it's probably nothing good...

Kingdom Track

CURSE & THREAT SAVES

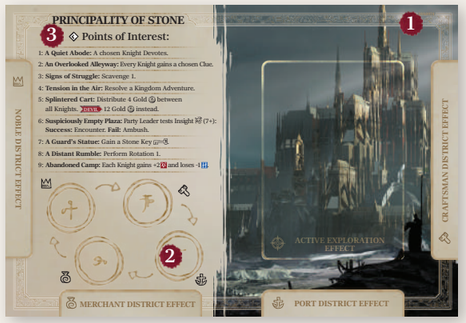
When required to perform a **Curse** or a **Threat Save**, consult your current Curse or Threat level (designated by a marker on the Kingdom track) and add the specified value. This is your Curse/Threat Save difficulty. Then, simply roll a : if the result is lower than the difficulty, you **Fail** and must resolve the negative effect. If it is equal to or higher, you **Succeed** and do not suffer the consequences.

Example: To resolve a Curse Save (Curse Level +2), while at Curse Level 3, you must roll 5 or higher to succeed.

Note: Curse and Threat Saves **are not tests** and cannot be re-rolled using !

KINGDOM SHEET

The **Kingdom Sheet** includes basic information about a given Kingdom, such as district names and icons, spaces for effect cards 1, the District Wheel 2, and a Point of Interest table 3.



Kingdom Sheet

DISTRICTS AND THE DISTRICT WHEEL

The Kingdoms you travel through are divided into various Kingdom-specific **districts**, which are relevant for certain effects, such as the kinds of Monsters you may encounter, or district effects applied by Exploration cards (See Exploration Step, p. 36).

Each district of a Kingdom has a **unique symbol** (e.g.), which you will find on the corresponding Kingdom tiles, near either upper corner on the front of a tile, and at the bottom on its back.

The **District Wheel** represents the proliferation of Monsters across the Kingdom's districts. During the Vision Phase, you have randomly placed Encounter Monster tokens across the wheel. This is relevant mostly for **Clashes** (see p. 42) and **Encounters** (see p. 40). Simply put, whenever you meet a Monster, it will be the Monster whose token is in your district on the District Wheel.

Whenever the game instructs you to resolve a **Rotation X**, move all tokens on the wheel by indicated number of space clockwise.

Tip: Not only will the district symbols inform you of the potential dangers of your current district, you can also use them to cleverly orient yourself within the Kingdom!

KINGDOM MAP

The **Kingdom Map** is the centerpiece of the Delve Phase. During your first Round, you will always begin from a specified starting tile (see the Vision Phase, p. 25), and you will have some basic knowledge of the paths that lead out of it.

As you progress with your Expedition, you will place more tiles, revealing those you move through. You will never reveal the full Kingdom map during a single Expedition.

DELVE ROUND STEPS

A **Delve Round** consists of the following steps, resolved in order:

1. **Travel step:** As a party, decide which face down tile you want to travel onto, or whether you want to Backtrack or Enter the Deep Fog (see The Deep Fog, p. 37).
2. **Kingdom Tile step (skip during the Backtrack):**
   a. Resolve all symbols on the back of the face down tile you're traveling to.
   b. Reveal the tile and move your Party marker onto it.
   c. Check your new tile for paths leading out of it and place all corresponding Kingdom tiles connected to your current tile face down on the table.
   d. Resolve Encounter Monster spawns and movement.
   e. Finally, resolve all symbols on the front of the face up tile you have moved to.
3. **Exploration step:** Draw and resolve the top card from the Exploration deck.
4. **Story step:** If prompted, read your Knight's story paragraphs and resolve any time-specific events. **Note:** As the stories in *Kingdoms Forlorn* rarely follow a strict formula, this step can intersect other steps (this will be clearly indicated by the appropriate game element).

1. TRAVEL STEP

Every Delve Round begins with the Travel step. To resolve it, the Party Leader must choose a valid path on your current Kingdom tile to travel through. Usually, you can either choose to travel onto an **Unexplored** Kingdom tile or to Backtrack—travel onto a previously explored tile.

An **Unexplored tile** is a tile your party did not yet travel onto. All **face down** tiles are considered Unexplored. An Unexplored tile may sometimes be revealed as a result of various effects. In such cases, mark it with a Generic token as a reminder that it is still Unexplored.

Conversely, an **explored tile** is one that the party has previously traveled onto, denoted by the fact it is **face up**.

KINGDOM TILE ANATOMY

Kingdom tiles come in several sizes: Small, Medium, Large, and Extra Large. Each Kingdom may also have a Special Kingdom tile type, in which case it will be explained in the appropriate Kingdom Codex.

In order: Small, Medium, Large, and Extra Large

Generally, the larger the tile, the more likely it is you will gain additional Clues by traveling onto it, and the higher your chance of finding a **Point of Interest**. However, larger tiles will also cause you to gain more Threat. In other words, the higher the risk, the bigger the reward!

The back of the Kingdom tile includes basic information, like the name of the Kingdom it belongs to (1), the size and identification number of the tile (2), and the tile's district (3), as well as additional symbols resolved when traveling onto the tile:

4. Advance Time by specified amount.
5. Gain or lose Threat according to the specified amount.
6. Represents the Deep Fog Intensity of the tile (see The Deep Fog, p. 37)
7. Gain the specified number of Clue tokens, according to Clue collecting rules (see p. 34).

As these symbols are visible before choosing where to travel, you'll roughly know what you're getting into.

The front of the Kingdom tile includes additional symbols, triggered at the end of the Kingdom tile step:

8. Represents one half of an Exploration Cipher—a code leading to a special story passage. Knights can gain the other half from various sources, like game components, but the most common source will be their current Quest, found in their Knightbook. With both halves, the player can create a full four-digit code that leads to a relevant paragraph in the current **Kingdom Codex**. **If you input a wrong Cipher, immediately gain +1** Threat.
9. Represents a Point of Interest. If a symbol is accompanied by a **name**, refer to the table on the Kingdom Sheet and resolve an effect with a matching name. If a symbol is accompanied by a **number**, flip the top Exploration card and add its PoI modifier located at the top of the Exploration card to the number on the tile. Then, refer to the table and resolve an effect with the matching **number**. Don't discard the Exploration card, it stays on top of the deck.

Exploration card PoI modifier

10. Represents a Single Panzergate. Place a Single Panzergate token on this path.

Represents a Triple Panzergate. Place a Triple Panzergate token on this path.

Single Panzergate token

Triple Panzergate token

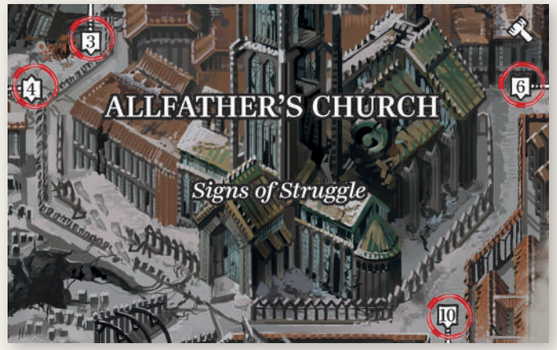
Represents a Passage Down to a Sub-kingdom. If you have Ten Thousand Succulent Fears Expansion, check the Sub-kingdom section for more information.

Unexplored Tile Travel

When you travel onto an Unexplored Kingdom tile, proceed to the Kingdom Tile step. When traveling onto an Unexplored Kingdom tile, you will resolve both its back and front (in that order).

Each possible path informs you of the size and identification number of the Kingdom tile it leads to.

When deciding your next move, be sure to consider the type of potential Clue you might gain (see Collecting Clues, p. 34).



A tile with 4 paths leading out of it.

Backtracking

If you decide to Backtrack, advance by 1, **skip the Kingdom Tile step** and proceed straight to the Exploration step. During a Backtrack, you may move through any number of **explored** Kingdom tiles, but you gain +1 for every Kingdom tile you move through except the first one. Remember, regardless of the number of Kingdom tiles you have moved through, always advance by 1.

Important: You cannot skip the Travel step to remain on one tile for more than one Round!

Entering the Deep Fog

Sometimes, when you're pressed for time, or without any other viable path forward, you may decide to try to find a shortcut and enter the Deep Fog. **You may do so only if there is an unblocked Deep Fog path on your current tile!** See the Deep Fog (p. 37) for details.

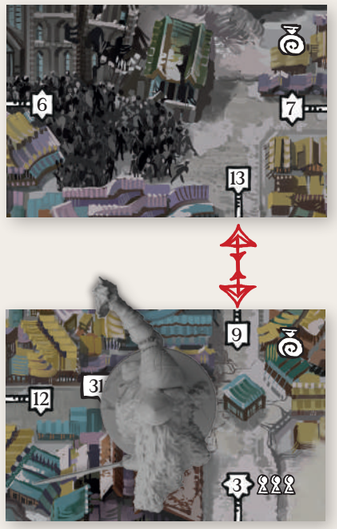
Shortcuts

Shortcuts are a special type of path that connects Kingdom tiles that are not adjacent to each other. By default the party can't use Shortcuts; you have to have a certain game element (e.g. a Gear card or a Mercenary) that will grant you the ability to use them.

2. KINGDOM TILE STEP

To begin the **Kingdom Tile step**, resolve all symbols found on the back of the tile. This will **always result in gaining Time** and moving the marker on the track. Usually, you will also either lose or gain Threat and collect some Clue tokens (see below).

Once you're done resolving all symbols on the back of the destination tile, flip it and place it face up, so that the path you traveled through connects to a path on the newly discovered tile. Move the Party marker onto it.



Example of placing connected tiles

Next, find all the Kingdom tiles that correspond to the paths on the current tile and place them adjacent to their corresponding paths.

Remember to place new unrevealed tiles face down.

If your Threat reached a Hunt Space **on the Threat track**, move the Encounter Monster tokens (see Encounter Monsters Spawn and Movement, p. 34).

Be wary of the marked spaces on the Threat track!

Finally, resolve all symbols from the front of your newly discovered Kingdom tile. Afterward, this tile will be considered explored.

REVEALING A KINGDOM TILE

Some effects in the game allow you to reveal Unexplored tiles to get a better look at your surroundings. When you reveal an Unexplored tile, flip it front side up and mark it with a Generic token as a reminder. If you were to travel onto a revealed Unexplored tile, during the Kingdom Tile step remove the Generic token, resolve all symbols found on the back of the tile, then flip it to the front again and continue the step as normal.

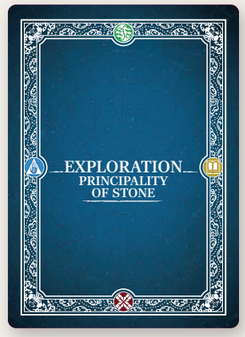
COLLECTING CLUES

Whenever you encounter a Clue symbol on a Kingdom tile, each Knight may gain a Clue token, but **only if the Clue type matches any of the Clue types indicated by their Quest objective (Questing Knight) or the Primary or Secondary Clue on their Clue card (any other Knight).**

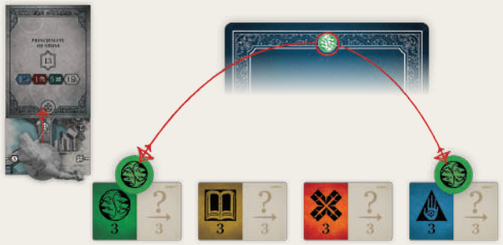
Clue symbols

To determine the Clue type gained by moving onto a tile, you have to reference the back of the top card from the Exploration deck. Each side of that card will show one of the four Clue type symbols. **You gain the Clue corresponding to the direction of your travel.**

For example, if you traveled north, you would gain the Clue type shown at the top of the card; if you moved east, you would instead gain the Clue shown on the right side of that card.



Exploration card backside



***Example:** If you moved north during the current Travel step, and the topside of the top Exploration card shows an Errant Clue, all Knights collecting Clues (Primary and Secondary) may gain +1 .*

Gaining Multiple Clues

If you were to gain more than one Clue token from traveling onto a Kingdom tile, determine the type of the first Clue as normal. For every additional Clue, draw the top Minor Mortis card, refer to its direction symbol, and gain that Clue as if you were moving in the direction indicated by that Mortis card. Then, place that Mortis card on the bottom of the corresponding Mortis deck.

ENCOUNTER MONSTERS SPAWN AND MOVEMENT

Advancing Threat will cause the Monsters to become more hostile toward your party and hunt them on the Kingdom map.

Every time the Threat marker is moved onto **a Hunt Space** on the Threat track (either by gaining or losing Threat), each Encounter Monster token on the Kingdom map (if there are any) moves toward the Party marker by the indicated number of tiles (1 tile, 2 tiles), via the shortest possible path.

Additionally, when you raise your to 7 or above for the first time during the current Expedition, spawn an Encounter Monster token onto an adjacent Kingdom tile (after moving all other Encounter Monsters). The Encounter Monster token should correspond to the Encounter Monster of your district, as per the District Wheel.

Note that Monsters on the Kingdom map may spawn from various effects other than Threat –most commonly from the Exploration cards.

Due to space limitations, Encounter Monsters on the Kingdom map are always represented by Encounter Monster tokens. The game comes with two Encounter Monster tokens per Monster: one stays on the District Wheel at all times, while the other is used to represent the Encounter Monster on the map. If, for whatever reason, you have to spawn an Encounter Monster on the map when that Monster is already on the map, remove its token from the current tile and spawn it on the new tile.

Encounter Monster tokens

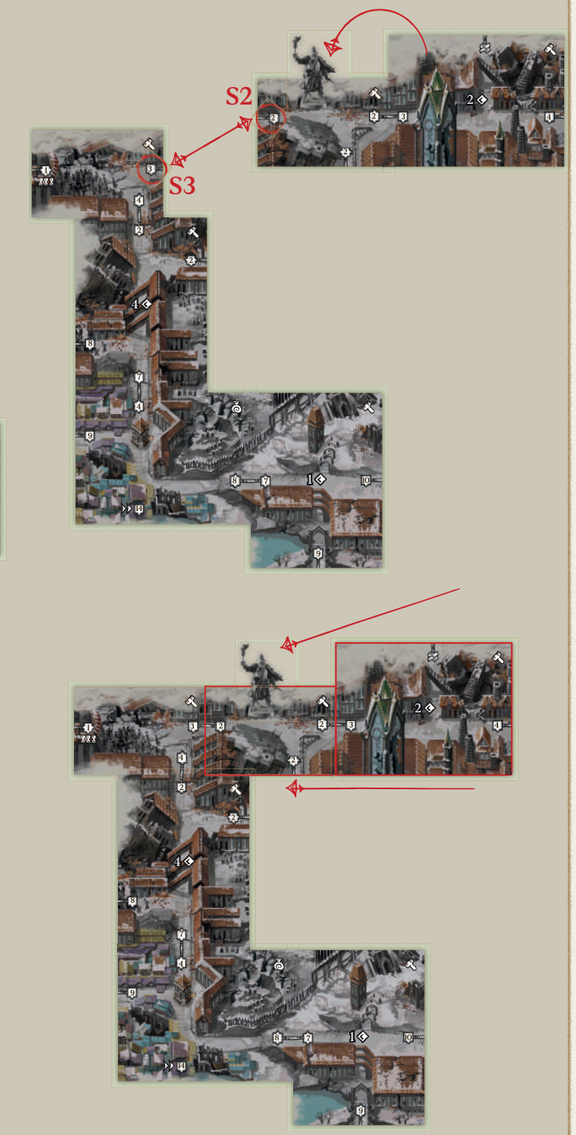
If an Encounter Monster token moves onto the party's tile, or if the party moves onto an Encounter Monster token's tile, you have to **resolve an Encounter** (see p. 40).

DISJOINTED MAP

Sometimes, when using special abilities or Delve mechanics, you will be able to move onto a tile that is not directly connected to the Kingdom tile you moved from. In such cases see if you have already explored any Kingdom tiles connected to the newly revealed one. If you didn't, place it on the table separately from other tiles, creating a new section of the map. If you later find a Kingdom tile that connects this section to any previously explored tiles, attach them accordingly.

If any effect instructs you to move an element "toward you" (that is, toward the Party marker) when the map is disjointed, it may be hard (or impossible!) to determine which way you should move it. If the game element that is about to be moved is on a separate piece of the map from the Party marker, simply place it on the tile adjacent to the Party marker instead (even if that tile is unrevealed).

***Example:** The party appeared on a tile disconnected from the rest of the Kingdom map, so it must be placed on the table separately. Once the party finds a tile that connects the new part of the map to the "main" part of it, the two parts are no longer separated.*



***Example:** Knights were placed on a Disjointed piece of the map. But after finding a tile that will connect them to the main chunk of it, they are no longer disjointed.*

HINDERING TOKENS

Hindering tokens are a token category that encompasses all tokens that hinder your ability to move between Kingdom tiles in some way, or trigger other negative consequences for the player once you move onto them. Some can be removed by specific means, while others are permanent and stay on the Kingdom map for the remainder of the Delve. **Note:** Hindering tokens only affect your Party! Encounter Monster tokens and any other tokens introduced in your Quests ignore Hindering tokens unless specifically stated otherwise.

Triple Panzergate token

Single Panzergate token

Deep Fog token

Flood token

Rubble token

3. EXPLORATION STEP

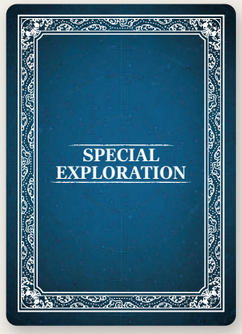
To resolve the Exploration step, simply draw the top card from the Exploration deck and resolve its effect. Note that some Exploration cards have an additional effect that triggers based on your Threat or Curse level.

Remember: If you need to draw from an empty Exploration deck for any reason, you **lose** that Delve!

SPECIAL EXPLORATION CARDS

Some cards in the Exploration deck are special. When on top of the deck, they are easily identifiable by their distinguishable back. If a Special Exploration card has ended up on top of the deck as a result of resolving the Exploration step, immediately resolve that card too. Repeat this process until a regular Exploration card ends on top of the deck.

If any effect, besides normal draw during the Exploration step, would result in a Special Exploration card being on top of the Exploration deck, shuffle the deck, until there is a normal Exploration card on top.

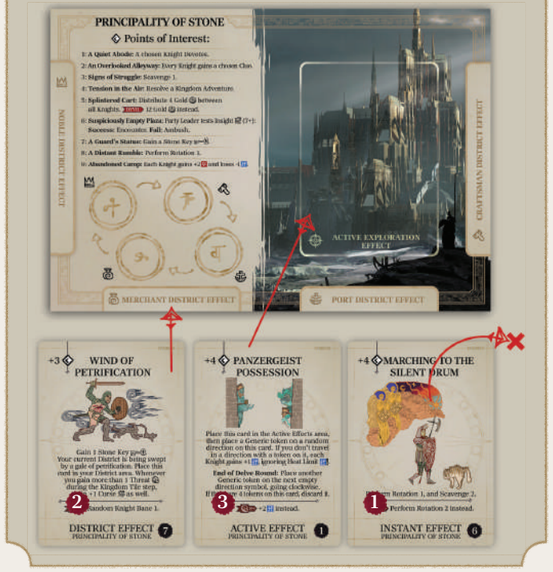


The back of a Special Exploration card

EXPLORATION CARD EFFECT TYPES

Exploration cards have three types of effects:

1. **Instant:** cards with an instant effect are discarded right after you resolve them.
2. **District:** cards with a District effect are placed on the District effect space of the Kingdom Sheet. Their effects linger in a particular area of the Kingdom map, and usually cannot be discarded by regular means. There can be multiple District effects in play at the same time, but only one per District.
3. **Active:** cards with an active effect are placed in the Active Effect space of the Kingdom Sheet. There is always one Active Effect space on the sheet. If that space is already occupied by another Exploration card, discard the newly drawn card instead. Active effects linger either until the players fulfill a condition specified on the card, or until a specific number of turns passes.



4. STORY STEP

There may be times when you are instructed to read a story paragraph during a Delve Phase. In such cases, you should read the appropriate paragraph during this step of the Delve Round.

During this step you will also resolve various **time-specific events**, such as Clashes (see p. 42). First, check for any effects that refer to your current Time, and resolve them in any order you like.

If no Knight is on a Quest:

If the current Time is 8, resolve an Exhibition Clash. If the Exhibition Clash Monster has not yet been determined, resolve the Clash against a Monster from your current district, then proceed to the Rest Phase.

If the current Time is 16, resolve a Full Clash. If the Full Clash Monster has not yet been determined, resolve the Clash against a Monster from your current district, then proceed to the Spoils Phase.

During a Quest, however, you will be instructed when to proceed to the Clashes and Rest. In that case, if the Clash refers to a specific Monster, resolve it against that Monster. Otherwise resolve it against the Monster from the current district. After the Clash or Rest remember to always return to the paragraph that guided you to it!

EXPEDITION LOSS CONDITIONS

You won't always win, but such is life. And just like life, your game will go on. There are several conditions that will result in defeat, including:

- All Knights being dead at any point of the game, at the same time (in a rare case, story may override that rule); note that this includes **Clashes**! (see Clash Phase on p. 42).
- Gaining Threat or Curse, if that gain would make you exceed the maximum value on the respective track.
- Running out of Deep Fog cards, while in the Deep Fog.
- Drawing from an empty Exploration deck.
- Being unable to resolve the Travel step.
- **There may also be unique story-related loss conditions (you will find these in your Knightbooks).**

When you lose an Expedition, resolve any specific defeat effects of your Quest or Investigation and proceed to the **Spoils Phase**.

THE DEEP FOG

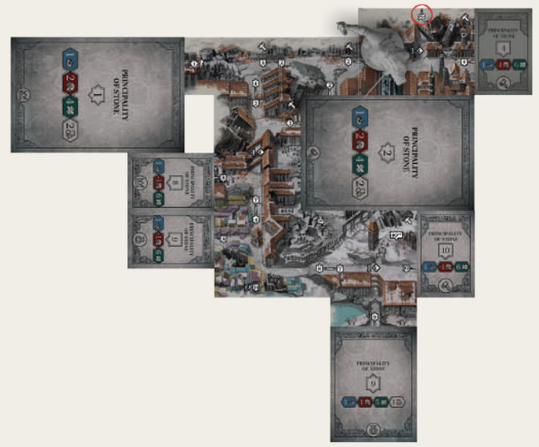
The **Deep Fog** has consumed the Grand Kingdoms, casting them into dark isolation and leading to them being remade as the *Kingdoms Forlorn*. Only the brave—or the stupid—dare to enter the twisting grayness. The Deep Fog is treacherous and maddening to navigate. Space, time, and the rules of reality have no bearing on this realm, twisting it beyond logic. And yet, it *can* be navigated, the volatile nature of the Fog turned to your advantage, if you have the strength of will to conquer it. If you do not, it will cost you most dearly...

As mentioned in the rules for the Travel step, sometimes you may be pressed for time or without any other viable path forward. In such a case, you may decide to try to find a shortcut, and enter the Deep Fog.

Deep Fog Path symbol

ENTERING THE DEEP FOG

To travel via the Deep Fog, during the Travel step, gain +1 and choose **any** Unexplored Kingdom tile that's connected to an **explored** Kingdom tile, anywhere on the map. That explored tile does not need to be connected to your tile.



Example: You could travel to any of the Unexplored tiles visible above through the Deep Fog.

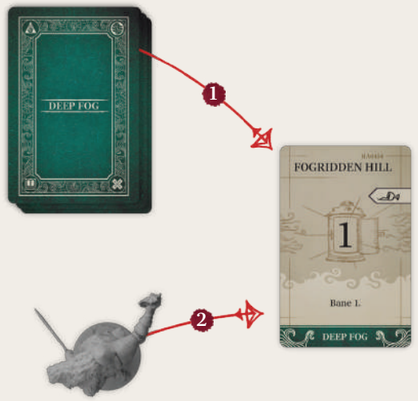
Then, check the back of the chosen Kingdom tile for its **Deep Fog Intensity**. The Deep Fog Intensity determines the number of Deep Fog cards you must draw when traversing the Deep Fog. **Important:** Once you decide on a tile to travel to and check its Deep Fog Intensity, there is no going back—you must attempt to traverse the fog!

DEEP FOG CARD ANATOMY

Each Deep Fog card has a name, a Deep Fog Value (1), and a Grave Penalty (2). Additionally, some Deep Fog cards have a Hazard Effect (3).

TRAVERSING THE FOG

Shuffle the Deep Fog deck and place it face down on the table, then draw the top card 1 –this card becomes your **Starting** Deep Fog card. Place a Generic token on your current Kingdom tile as a reminder, and move the Party marker to the Starting Deep Fog card 2.



Establishing the Starting Deep Fog card

Your goal is to traverse as many Deep Fog cards **on a single path** as the value of the Deep Fog Intensity ≋ of your destination Kingdom tile, and end up with a Deep Fog **Value of 4 or less**. A value of exactly 4 is ideal, but a lower value will still get you through with a few scrapes. A value over 4 might end your Expedition right then and there.

Traversing the Deep Fog happens in rounds. Each Round you have to make a choice: **Stay the Course**, **Withdraw**, or **Course Correct**.

1. Stay the Course

Continue on your path. Draw the top card from the Deep Fog deck and place it adjacent to the Deep Fog card with the Party marker. The card must be placed in a straight line along the current path, in the same orientation.

Example of Stay the Course

If you can't place a Deep Fog card because another Deep Fog card blocks your path, you **must** Course Correct or Withdraw.

After placing a Deep Fog card, move the Party marker onto it. Then, count the number of revealed Deep Fog cards on your current path. If it is **equal** to the Deep Fog Intensity value of your destination tile, proceed to **Leaving the Deep Fog**. Otherwise, continue traversing the fog.

2. Withdraw

You exit the Deep Fog the same way you entered. Place the Party marker on the Kingdom tile with the reminder token, and discard that token. You left the Deep Fog, but the dangers lurking inside took notice of you. As a consequence, choose a revealed Deep Fog card with the lowest value and discard it, then gain +1 and return to the Delve Phase. (Go straight to the Exploration step.)

3. Course Correct

You may change a path in the Deep Fog as many times as you want. The only thing restricting you is running out of cards in the deck. When you decide to change your path, for any reason, choose one revealed Deep Fog card on your current path and place the Party marker on it. Flip all other revealed Deep Fog cards face down. You can build a new path **perpendicular** to the previous path. Then, draw the top card from the Deep Fog deck and place it adjacent to the Deep Fog card with the Party marker. Move the Party marker onto the new Deep Fog card.

Then, continue traversing the fog on this new path. This new path must still consist of as many cards as is the value of the Deep Fog Intensity ≋ of the destination tile.

There is no limit to the number of times you can Course Correct during a single traversal; however, after the first course correction, resolve all Hazard Effects on the cards you are drawing from this point during this Deep Fog traversal.

An example of course correction. First, the party moves to Ivy Garden and flips all other cards in the row face down. Then, they draw a new Fog card and start moving in a different direction. Unfortunately, they encounter a Hazard Effect, and course correction requires you to always resolve them!

HAZARD EFFECTS

Hazard Effects are effects located in the upper right corner of a Deep Fog card. **Resolve them only after you Course Correct.**

Half-cup : Whenever you resolve this effect, if you don't have any, gain one token. If you do, flip the token so it becomes a Full Cup token. For every token, add +1 to your **Deep Fog Value**. Discard all and tokens when the party leaves the Deep Fog.

Half-cup token

Full Cup token

Discard the top Deep Fog card: If the game instructs you to discard the top Deep Fog card from the deck, do it without looking.

RUNNING OUT OF DEEP FOG CARDS

Once you enter the Deep Fog, its deck won't be shuffled until you leave it. Consequently, if you're not careful, you may run out of cards before you reach the required path length. If that happens... you're out of luck. Your Expedition ends in failure (see Expedition Loss Conditions on p. 37).

LEAVING THE DEEP FOG

When your path consists of as many Deep Fog cards as is the value of the destination tile's Deep Fog Intensity ≋, you begin to emerge. What effect will the fog have on you?

Add the Deep Fog Value of each card on your path. Add an additional +1 for every token you have. That total is your final Deep Fog Value.

- If your Deep Fog Value is **exactly 4**, you achieve a **Flawless Traversal**. Discard a Deep Fog card with the lowest value from your revealed path, shuffle the Deep Fog deck along with the cards you used, and proceed to Emergence.
- If your Deep Fog Value is **less than 4**, you suffer a **Minor Penalty**. Resolve a chosen Grave Penalty effect of a single revealed Deep Fog card from your path. Discard a card with the lowest value from your revealed path. Then, shuffle the Deep Fog deck along with the cards you used, take the top card and discard it (without revealing it). Proceed to Emergence.
- If your Deep Fog Value is **more than 4**, you suffer a **Grave Penalty**. Resolve all Grave Penalty effects of all revealed Deep Fog cards. Discard a card with the lowest value from your revealed path. Then, shuffle the Deep Fog deck along with the cards you used, take the top card and discard it (without revealing it). Proceed to Emergence.

Note: All effects are considered to be resolved with the Party Leader as the Target.

EMERGENCE

Once you resolve all Deep Fog effects, place the Party marker on the Target Kingdom tile and remove the reminder token. Discard all and tokens, and return to the Kingdom Tile step.

During that step, get a Clue regardless of the type of tile you entered and instead of gaining a Clue that depends on the symbol on the Exploration card, gain a Clue of your choice. Gain the rest of the Clues normally (if any).

ENCOUNTERS

Once you cross the Deep Fog and enter the *Kingdoms Forlorn*, you're never safe. You know you will have to face some of its Monsters in terrible prolonged Clashes (see p. 42). However, equally as often, you will have unexpected run-ins with those same denizens. In those cases you will need to resolve an **Encounter**.

Encounters are similar to Clashes; however, an Encounter takes place on a **smaller board**, is much simpler, and lasts **only one Round**, meaning you have only one chance to win. To do so, the right strategy will be key!

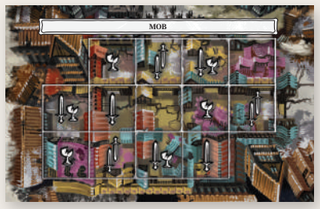
Encounters trigger from multiple sources, which means they can happen at any time, whether you're ready or not! When you are instructed to resolve an Encounter (for example because an Encounter Monster token moved onto your tile), **finish resolving your current step, then immediately proceed to the Encounter**.

When you're done resolving the Encounter, return to the Phase and step you were previously in (most commonly, the Delve Phase).

ENCOUNTER SETUP

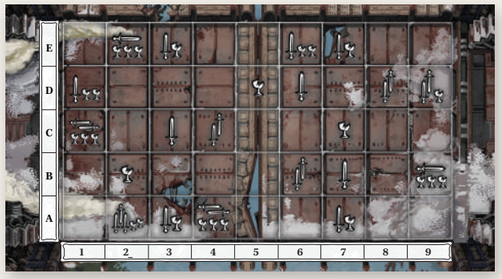
First, check the type of Monster you're facing. If the Encounter trigger does not specify the Monster, you face the Monster in your current district, as indicated by the District Wheel.

Find the Encounter Monster card of that Monster and place the corresponding Encounter Board on the table, so that it is within reach of all players. Note: All Encounter Boards are located on the other side of the Clash Board.



Mob Tier Encounter Board

Vassal / King / Devil Tier Encounter Board

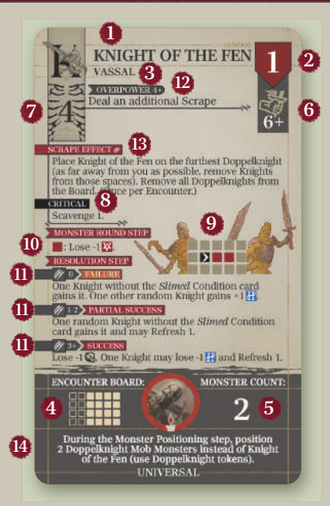


Dragon Tier Encounter Board

Take the corresponding Monster miniatures and the Encounter Monster card, and place them to the side of the board. Finally, proceed to the Encounter Sequence.

Sometimes a Quest may instruct you to resolve a special Encounter. In those cases refer to the bottom of the Encounter Monster card—if there is a Generic token there, use Generic tokens during that Encounter. Otherwise, use the dedicated Monster miniatures.

ENCOUNTER MONSTER CARD ANATOMY



An Encounter Monster card serves two functions. In the absence of specific instructions, it tells you which Monster to face in a Clash or Encounter—just check which Encounter Monster token rests in your district on the District Wheel.

Moreover, during an Encounter, you will use the Encounter Monster card to represent the Monster in lieu of a full Monster Sheet.

Each Encounter Monster card is double-sided, with each side showing a different level of the same Monster. Each side features the Monster's name (1) and level (2), as well as its tier (3) and an Encounter Board indicator (4). Furthermore, it shows the number of Monsters during an Encounter (5), their To Hit (6) and AT (7) values, a Critical effect (8), an Attack diagram (9) and Attack effect (10), as well as Resolution effects dependent on the Knights' success rate (11). Finally, a Monster may have an Overpower (12) and Scrape (13) effects or another additional effect (14).

ENCOUNTER SEQUENCE

An **Encounter** consists of the following steps, resolved in order:

1. **Positioning Step:** Place the Monster and Knight miniatures on the Encounter Board.
2. **Monster Round Step:** The Monsters act.
3. **Knight Round Step:** The Knights act.
4. **Resolution Step:** Check the outcome of the Encounter and apply the corresponding effects.

1. POSITIONING STEP

During a normal Encounter, you position the Monsters first, then proceed to position the Knights (see also the Ambushes box, p. 41). When positioning Mobs, check the Monster Count value to see how many to field.

MONSTER POSITIONING

When placing the Monsters on the Encounter Board, always place and turn each Monster in such a way that they target **the most spaces possible.**

When fighting against a **Mob Monster**, for each Monster miniature roll a die, then place the miniature on a space matching the rolled symbol (ignore all Hope symbols on the rolled dice). When placing Mob Monsters, place them so that their targeting overlaps as little as possible. If there is no free space on the Encounter Board with a matching symbol, place the miniature adjacent to a space with such a symbol.

When fighting against **Vassal, King, or Devil Tier Monsters,** roll two dice and place the Monster miniature so that it stands on both spaces matching the symbols on the dice (ignore all Hope symbols on the rolled dice). If any effect would cause you to roll more than two dice, you may use the combination of any two dice. If you cannot place the Monster on spaces matching both dice, place it on at least one matching space instead.

When fighting against a **Dragon**, roll one die, and place it in such a way that at least one occupied space matches the symbols on the die (ignore all Hope symbols on the rolled dice). If any effect would cause you to roll more than one die, you can choose one die that matches the board.

KNIGHT POSITIONING

To position your Knight miniatures, first roll a die for each Knight, then place your Knights on matching unoccupied spaces on the Encounter Board (ignore all Hope symbols on the rolled dice). If there is no available space with a matching symbol, you must either remove that Knight from the Encounter, or place your Knight miniature on any space targeted by the Monsters.

AMBUSHES

Ambushes are special Encounters that take place whenever a Monster takes you by surprise! During an Ambush, you **switch the order** of the Knight and Monster Positioning, meaning you resolve Knight Positioning first, then proceed to Monster Positioning. There are also few key differences during each Positioning Step:

Knight Positioning: After a roll, if there is no available space with a matching symbol, you must **remove** that Knight from the Encounter—they have to sit it out.

Monster Positioning: When placing the Monster, always place them in such a way that their attack zone will target the maximum number of Knights. Also, when placing Monsters other than Mobs, if it is not possible to place the Monster on the Board due to Knights getting in the way of every possible placement, remove the fewest Knights possible from the Encounter in such a way that placement becomes legal. Those Knights suffer the Attack effect and do not fight in that Encounter.

2. MONSTER ROUND STEP

Just like in a Clash, the Monsters act first. Each Monster targets every Knight in the indicated area. Each Knight on a space targeted by a Monster suffers the Attack effects shown on the Encounter Monster card. In case of Vigor loss, **do not draw** Mortis cards other than Judicium.

DRAGON'S ROAR

Dragon Encounter/Ambush Only!

After the first Monster Round, repeat the Knight Positioning step, then repeat the Monster Round step. Do this only once.

During this second Knight Positioning step, before you roll any dice, Knights already on the Board may decide not to move.

3. KNIGHT ROUND STEP

Once the Monster Round is over, it's your time to shine! Remember, you have only **one Round** to win. Each Knight may either perform an Attack Action or a Help Action.

ENCOUNTER POOL

The area in which you place Knight tokens during the Encounter is called the Encounter Pool. The Encounter Pool and the Knight Pool are separate! During Encounters, you may only use Knight tokens from the Encounter Pool.

HELP ACTION

To use the Help Action, check the symbol on your Knight's space, and place 1 Opening token for each and 1 Break for each in the Encounter Pool.

ATTACK ACTION

To perform the **Attack Action**, first check if there is a valid Target in your weapon's effective range. If not, you cannot perform the Attack Action.

The Attack is resolved against the and statistics shown on the Encounter Monster card. The Attack Action works almost the same way as a Combat Action during a Clash (see p. 56):

1. Declare Attack and Active Weapon
2. Raise Passion (ignore Priority check)
3. Attack Roll
4. First Ability Window
5. Power Roll
6. Clear the Encounter Pool
7. Second Ability Window

Note: Resolve abilities from your Weapon and Heroic Arc as usual, but remember that keywords like Cumbersome will never trigger since you're not dealing a Wound.

If you manage to reach or exceed the value, you **Scrape** the Monster. Place a Scrape token on the Encounter Monster card. Then, resolve the Scrape effect (if any) and clear the Encounter Pool. If you gained a Crit Chance during the Attack Roll and dealt a Scrape, resolve the Critical effect (only once per Encounter for the whole party).

Scrape token

When all Knights have taken their turns, proceed to the Resolution step.

4. RESOLUTION STEP

Count the number of Scrapes dealt and resolve the corresponding effect from the Encounter Monster card (Success, Partial Success, or Failure). Then, clear the Encounter components and return to the Phase that was interrupted.

If the Encounter was triggered by an Encounter Monster token on your Kingdom tile, remove that miniature, then perform Rotation 1.

EXPLORATION CIPHERS

Exploration Ciphers contain special story paragraphs with rewards that you may uncover during your Expeditions. **Each Knight has their own half of an Exploration Cipher**, which can be found in their Knightbook.

During Expeditions, you may sometimes find a part of a **Cipher** on a Kingdom tile. When combined with your Knight's half of a Cipher, it will form a paragraph number you may find **in that Kingdom's Codex**.

Your Knight's Cipher may change during certain Quests—for the duration of that Quest, the new Cipher completely replaces your original Cipher.

When you explore a new Kingdom tile with a Cipher on it, you may read all relevant paragraphs during the Story step of your current Delve Round. **Note: You may read those paragraphs only once per Expedition.**

Some tiles (and other game elements) may have a full paragraph number on them instead of a part of a Cipher. In such cases, when you encounter such a number, read the corresponding paragraph in the Kingdom Mysteries section in your current Kingdom Codex.

👍 SYMBOLS

Occasionally, you will find a 👍 Symbol in the Kingdom Codices. These are special paragraphs, tied to unravelling an ancient secret. Somewhere out in the Kingdoms, you'll find a hint on how to solve this ages-old mystery, and all will be made clear. Until then, pay these symbols no mind and, whatever you do, don't read these paragraphs!

CLASH PHASE

Clashes are the centerpiece of the ICP combat system. They are tactical battles against giant solitary Bosses or hordes of Mobs. Each Expedition will have at least one Clash, which will weigh heavily on your success, but most will have two: a smaller, easier **Exhibition Clash** somewhere around the midpoint of the Expedition, and a final **Full Clash** at the very end. **Clashes last until either side is defeated; there is no retreat.**

RESOLVING CLASHES

Whenever the game prompts you to resolve a Clash, follow these steps in the indicated order:

1. **Establish Type:** Establish if it's an Exhibition or Full Clash.
2. **Locate Setup:** Find the Clash Setup in the respective Kingdom Codex.
3. **Perform Setup**: Prepare the Board, the Monster and the Knights.
4. **Resolve the Clash**: Fight, until only one side stands.
5. **Resolve the Aftermath:** Deal with the effects of success or failure.

1. ESTABLISHING TYPE

Usually, during an Expedition, you will resolve two Clashes: an **Exhibition Clash** in the middle, and a **Full Clash** at the end (the exact Time 🔥 may vary, depending on your Knight's campaign). These two types of Clashes play out almost exactly the same, the one exception being that during an Exhibition Clash you will start with a certain number of Generic **Single Wound** cards in the Wound Stack (see p. 60). Effectively, this means you need to deal less Wounds to win, which makes for a shorter, easier fight.

2. LOCATING SETUPS

When instructed to resolve a Clash, unless directed to a specific page, find the Clash Setup corresponding to the particular Monster you're facing - most commonly denoted by the Encounter Monster token on the District Wheel corresponding to your current District. The setup includes all information required for that specific Clash and may sometimes introduce additional narrative elements and mechanics. These setups will help you prepare the Clash Board, the Monster, and the Terrain tiles, and make any other applicable preparations. You will find the scenarios of the Clash from a particular Kingdom in that Kingdom's Codex.

Most Clashes are played on the Clash Board.

BASIC CLASH TERMS

These are the most common game terms used in the Clash Phase.

KNIGHT

During a Clash, game elements may refer to a Knight. The Knight is represented by a Knight Board and a Knight miniature.

SQUIRE

During a Clash, Squires are considered Knights unless stated otherwise. A Squire is represented by the Squire card and a Squire Standee.

MONSTER

During a Clash, game elements may refer to the Monster. The Monster is represented by a Monster Sheet and Monster miniatures. Even if it is made up of a group of enemies, the Monster may still be referred to as the singular "Monster".

CLASH BOARD

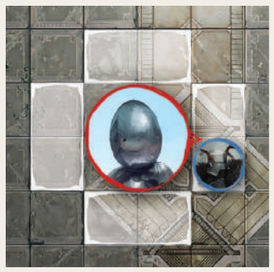
The Clash Board is made up of spaces. Only spaces and their edges are considered to make up the Clash Board. The Clash Board has two short and two long Board Edges. Short Board Edges are marked with letters to identify rows, and the long Board Edges are marked with numbers to identify columns. The top Edge includes the Mob Track (see p. 47). The left short Edge has designated spaces for Condition cards, Mortis cards and Monster Traits. The right Edge has areas on the Board dedicated to Terrain cards and the Knight Pool, while the bottom Edge is dedicated to most elements related to the fought enemy, such as the Monster Sheet, Signature and Routine, the AI and BP decks, and the Wound Stack.

SPACES

Spaces are square boxes you place other game elements on. A Knight takes up one space. Monsters may take up varying amounts of spaces, from one to nine. Spaces are considered Occupied if there is a miniature or an Obstacle (see Terrain, p. 66) on them. All other spaces are considered empty spaces.

ADJACENT

A game element (like a miniature) is adjacent to another game element if the space it occupies shares at least one edge with the space occupied by the other game element.



White spaces are adjacent to the Eggknight

BOARD EDGE

Edges not shared with another space are part of the Board Edge (see Clash Board).

KNIGHT TOKENS AND THE KNIGHT POOL

Knight tokens are a special type of "cooperative" token used by the players to enhance other players' attacks. These can help you hit and deal Wounds, escape Attack Responses, and more. The area you place Knight tokens in is called the Knight Pool (see Knight Pool and Knight Tokens on p. 19 for more details).

BOSSES VS. MOBS

In *Kingdoms Forlorn*, you'll be fighting powerful solitary Bosses and hordes of Mobs. Do not underestimate the latter—individual Monsters may be weaker, but a Clash against Mobs is as challenging as any other!

Mob and Boss Clashes follow mostly the same rules, with a few exceptions. Those exceptions will be clearly highlighted, with red used for Bosses and blue for Mobs.

3. PERFORMING SETUP

STANDARD PREPARATIONS

When you locate the correct Clash Setup in the respective Kingdom Codex, you can begin preparing. There are standard elements to every Clash Setup (hence the name Standard Preparations), but most of them will introduce additional specific rules, including some found on Monster Sheets and Trait cards.

1. **Clash Board:** Place the Clash Board (1) next to the Kingdom map. If you are struggling for space, you may place the Clash Board on top of the Kingdom map, just be careful not to move anything underneath.
2. **Decks and tokens:** Shuffle the Mortis decks (2) and place them on the designated spaces. Then, place Knight and Resource tokens (3), Attack dice, and Power dice (4) within reach of all players.
3. **Knights:** Knight statistics **do not reset** at the beginning of Clash; you start with the stats you've accumulated over the course of the Expedition. Flip all Technique cards in your hand to the Clash side. Technique cards outside of your hand (for example those used during the previous Delve Phase) remain where they are, but are also flipped to their Clash side.
4. **Gear Loadouts:** You must perform the Clash with the same Gear you took with you at the beginning of the Expedition. You **cannot** change your Gear right before a Clash, unless some effect specifically states otherwise.
5. **Monster:** Place the Monster Sheet (5) of the Monster you are about to fight on the designated space near the Clash Board. Place its Signature and Routine card (6) on the corresponding space. Take all of that Monster's AI cards and divide them into three decks numbered 1, 2, and 3 (you'll find the number on the back of each card). Do the same for the Monster's BP cards.

Boss Clash: Place the AI 1 and BP 1 decks on the corresponding spaces on the Clash Board.

Mob Clash: Place the AI 1 deck on the appropriate space on the Clash Board. As for the BP cards, since each Mob Clash is unique, you will find the detailed instructions under the Monster Positioning section of that Mob's Clash Setup. Note that numbers on the Mob track correspond to the numbers on base rings.

Place decks 2 and 3 near the board.

6. **AI 0:** Some Monsters start with an AI 0 card. During Clash Setup, prepare the AI and BP decks as normal. Resolve starting Escalations (⚔), if any, then place the AI 0 card on top of the AI deck. The AI 0 is always resolved in the first Monster Round. It cannot be discarded or otherwise removed from the deck until it is resolved. AI 0 is never taken into consideration for the purposes of Escalation. If, for any reason, you wound the Monster before resolving the AI 0 card, resolve a standard Escalation, then place the AI 0 card back on top of the AI deck. Each AI 0 card will instruct you on what to do with it once it is resolved.
7. **Activation tokens:** Check the number and type of Monster Activations on the Monster Sheet, take the appropriate number and type of tokens and place them ready side up on the Monster Sheet (Boss Clash) (7) or the Mob track, one token per space, starting from the leftmost space (Mob Clash). **Note:** If the Monster uses more than one Activation token, the order of Activation token placement will be indicated on its Sheet, although it will usually be an AI Activation followed by a Signature Activation. (See Activation and Activation Tokens, p. 46.)
8. **Terrain, Knight, and Monster Placement:** Find all the Terrain cards and Terrain tiles used in the Clash. Place the Terrain cards (8) near the Clash Board and the Terrain tiles (9) on the Clash Board, according to the Clash Diagram.
   Place Knights on Knight Starting Positions as indicated by the diagram. Then proceed to Monster positioning.
9. **Other Components:** Sometimes you will have other components to set up, for example your Saint patron's card or accompanying Princess(es). If there are additional components you have still not set up, set them up now.
10. **Exhibition Wounds (Exhibition Clash only):** Place Generic Single Wound cards onto the Wound Stack equal to the Exhibition Wounds value on the Monster Sheet for the current Level. **These Single Wounds do not trigger any Escalations.**

Monster Sheet

MONSTER POSITIONING

Clashes handle Monster positioning and orientation in different ways. The rules for a particular Monster's placement can be found in its **Clash Setup**, in the appropriate Kingdom Codex.

ADDITIONAL SETUP

Battling each Monster is different, and battling each Monster Level is different as well. Thus, each setup will introduce its own specific rules and setup instructions that you need to follow.

MONSTERS

Monsters are governed by a set of attributes, Traits, and two distinct decks: the AI deck and the BP deck. They are not controlled by a specific player. Instead, players as a group will resolve instructions denoted on AI and BP cards that will dictate its behavior.

The AI deck contains various types of attacks and other aggressive behaviors. Each Monster in the game employs different strategies, represented by these cards. With every Wound dealt to a Monster, it becomes more deadly.

The BP deck represents either a Monster's body parts or, in the case of Mob Clashes, individual Monsters.

MONSTER TYPES

There are two main types of Monsters in ***Kingdoms Forlorn***, Boss Monsters and Mob Monsters.

Boss Monsters are singular opponents. During Clashes against a Boss Monster, the BP cards represent different body parts of that opponent.

Mob Monsters usually attack in groups. In Mob Clashes the BP cards represent individual members of the Monster horde, and once Wounded, those enemies leave the Clash entirely, eventually becoming replaced by other Mobs. There are other differences as well, such as Escalation methods, number of Activations, and movement rules. For details, refer to Clash Sequence (see p. 47).

There are exceptions. Sometimes you may see a Boss Monster accompanied by a group of Mobs, and sometimes you can encounter a single Mob that will fight against you almost like a Boss.

MONSTER SHEET

Each Monster is represented by a large Monster Sheet that includes all basic information about a given Monster. Besides the Monster name and illustration, it shows the Monster diagram with a symbol that is shared with an Encounter Monster card (1), its Basic Abilities (2), as well as Level-specific attributes and Traits (3).

Every Monster Sheet consists of two sheets that should be joined together by the shorter edges. The sheets are two-sided, meaning that there is a different Monster on each side. Keep that in mind during Clash setup!

MONSTER DIAGRAM

The Monster diagram shows the number of spaces a Monster occupies on the Clash Board (one, four or nine), as well as its front and Rear R spaces. Usually, you use the front for establishing the targeting of a Monster Attack, while the Rear spaces don't have general rules, but other rules may refer to the positioning of Knights in regard to them.

There are two special types of positioning symbols that may be found on a Monster diagram, and W. You can learn more about them in the Basic Abilities section.

BASIC ABILITIES

Basic Abilities are universal Monster abilities or features. A Monster may have any number of Basic Abilities. The common Basic Abilities throughout all Kingdoms are:

Unavoidable Knockback X: The value of Unavoidable Knockback done by a Boss Monster if it ends its Movement on the same space a Knight is on (see p. 51).

Blindspot: Blindspots are spaces the Monster cannot see. Knights in Blindspots are not considered to be In Sight of the Monster. A Knight in a Blindspot space gains a + 1 Precision bonus (see Offensive Gear Stats, p. 20) to their Attacks.

Weakspots: Weakspots can have different effects depending on the Monster and are usually unlocked by some other effect or game element. Weakspots don't have any inherent effects of their own, and a Weakspot space only indicates a space where a Weakspot may be created.

Lumbering: The Monster is massive or is nigh immovable, and consequently cannot be involuntarily moved (see p. 56).

Vantage Points: The Monster can be mounted and consequently has Vantage Points (see p. 65).

Always There: For the purposes of all Monster Attacks and effects it is always considered adjacent to the Knight, but the Knight is not considered adjacent to the Monster.

Bypass: The Monster has the Bypass keyword (see Keyword List, p. 80).

Ignore Difficult Terrain: The Monster ignores any penalties caused by Difficult Terrain.

Spawn: Mob Monsters have Basic Abilities that specify when and how to spawn them during Clash (see Spawning Mobs, p. 62).

MONSTER-LEVEL SPECIFIC ATTRIBUTES AND TRAITS

The rest of the Monster Sheet is dedicated to Monster attributes and Traits, grouped by levels. This is because attribute values and Traits **depend on the level** of the Monster. Remember to **always** refer to the attributes and Traits associated with its current level (designated by the number).

A Monster Level box will include the level number 1, Main Attributes 2, Bonuses and a list of added or removed Traits 3. Remember to always check Traits added and removed at the current level as well as all previous levels and to find the Trait cards for Traits not explained on the Monster Sheet.

MAIN ATTRIBUTES

Each Monster has a set of main attributes that govern how hard it is to hit, how many Wounds you need to deal to kill it, and how many times it acts per Round.

To Hit: How hard the Monster is to hit (See: Attack Roll on p. 57).

Wounds: The number of Wounds required to slay the Monster.

Exhibition Starting Wounds: The number of Generic Single Wound cards you will add to the Wound Stack at the start of an Exhibition Clash.

Activation: The number and type of Activation tokens on the Mob track or Boss Monster Sheet.

BONUSES

The higher the level, the tougher and more deadly a Monster gets. This is represented by level-based bonuses.

AT bonus: Increase the AT of each BP card by this value.

Vigor Loss bonus: Increase the total loss suffered as a result of each Monster Attack (not per hit) by this value.

Evasion dice bonus: Increase the Evasion dice value of each Monster Attack by this value.

Escalations: At the start of Clash, Escalate the Monster a number of times equal to this value.

MONSTER TRAITS

Monster **Traits** cover a broad spectrum of additional abilities, effects, and special rules. Some Traits are described on the Monster Sheet, while others are represented by Monster Trait cards. Many Monster levels introduce new Traits, some of which transform the Clash completely. However, some Traits may also be **removed** when certain conditions are met. Always make sure you are familiar with all Monster Traits as you prepare for a Clash. **Remember:** Your current level usually includes all Traits from the previous levels.

SIGNATURE AND ROUTINE

Signature and Routine represent the Monster's typical behaviors. A Signature is the creature's iconic default Attack. It behaves like an AI card, but it is not an AI card. If another card, Trait, or any other effect instructs you to perform Signature, this is the Attack you should resolve. The Routine is a special action the creature performs when there is no eligible Target for any of the targeting lines on its current AI or Signature card. Usually, Routines are devastating effects that should be avoided at all costs! They often affect all Knights or the entire Clash Board. All Signatures and some Routines are Attacks, but they are not AI cards for the purpose of any other effects.

ACTIVATION AND ACTIVATION TOKENS

During the Monster Round, the Activation tokens dictate what Attacks, and how many of them Monsters can perform.

There are two types of Activation token:

- AI Activation: This Activation triggers an AI Attack (usually by making you draw an AI card).
- Signature Activation: This Activation triggers a Signature Attack (usually by making you resolve the Signature).

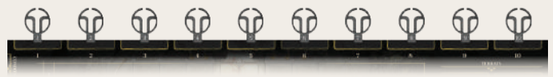
All Activation tokens are readied by default (flipped to the red side).

AI Activation token

Signature Activation token

MOB TRACK

At the top of the Clash Board, you will find spaces numbered 1 to 10, left to right. These numbers correspond to the numbers on the Mob base rings. This means that when you attack Mob "1", you will be wounding the first BP on the track.
Whenever you are instructed to spawn a new Monster, place a new BP card from the BP deck on this track, on the leftmost empty space.



Mob Track and matching Mob base rings

CLASH SEQUENCE

Clashes in *Kingdoms Forlorn* are resolved in a series of alternating Monster and Knight Rounds. **By default, all Clashes begin with the Monster Round.** During the Monster Round, you resolve Activations (AI cards or Signatures). During the Knight Round, each Knight takes their turn, by performing a Movement Action and a Combat Action in any order. The Clash immediately ends with the Knights' **Victory** as soon as the Boss is slain, or Mobs are scattered, i.e. once a number of Wounds equal to Monsters Wounds value is dealt. The Clash immediately ends with the Knights' **Defeat** as soon as all Knights die. Some Clashes might have alternative win/lose conditions. In such cases these will be specified by the Monster Sheet, Knightbook paragraph, or Clash Setup.

MONSTER ROUND

In the **Monster Round**, you activate Monsters by drawing and resolving AI cards or performing Signatures.

In a Boss Clash, you only activate the Boss Monster (therefore you usually draw only one AI card).

In a Mob Clash, the number of Monsters you need to activate is designated by the number of Activation tokens (see Activation and Activation Tokens on p. 46). Each Mob Monster activates separately and must resolve its whole activation before any other Monsters can activate.

Regardless of the number of Monsters on the Clash Board, there is always only **one** Monster Round.

MONSTER ROUND OVERVIEW

Unless an effect explicitly states otherwise, all Clashes in *Kingdoms Forlorn* begin with the Monster Round. The Monster Round proceeds in the following order:

1. Start of Monster Round
2. Resolve Activations
3. Resolve other Actions
4. End of Monster Round

START OF MONSTER ROUND

Flip all spent Activation tokens to their ready sides.

Additionally, a Monster will sometimes have an effect that triggers at the start of the Monster Round. In that case, the effect is resolved before resolving Activations. If there is more than one start of Round effect, the players may resolve these effects in any order.

RESOLVING ACTIVATIONS

Activations are the heart of the Monster Round. Most Activations lead to **Monster Attacks**. You resolve an Activation by performing these steps (in the following order):

1. **Draw AI or resolve Signature (see below):** Draw the top card from the AI deck or resolve the face up Signature card.
2. **Targeting (p. 48):** Decide who or what becomes the Target of the Attack.
3. **Movement (p. 50):** Resolve any Monster movement.
4. **Attack (p. 51):**
   4.1. **Evasion Roll (p. 52):** Attempt to evade the Attack.
   4.2. **Attack Consequences (p. 53):** Resolve Attack effects and draw a Mortis card.
5. **After Attack (p. 54):** Resolve all After Attack effects.

1. DRAW AI OR RESOLVE SIGNATURE

Resolve each Monster Activation token individually.

When you resolve an AI Activation, draw an AI card from the top of the AI deck. Notice the number at the top of the card's back 1. This number indicates the level of the AI card—as the Monsters escalate, you will add higher-level AI cards into the deck. So, although the AI cards are face down, you get some sense of how dangerous the next Monster Attack will be. Each AI card has Name 2, Evasion Dice 3, Evasion Difficulty 4, Targeting lines 5, Move & Attack instruction 6, Heat Gate 7, Windows of Opportunity markers 8, Attack Consquences 9, After Attack Instruction 10, After Attack Effects 11, and Attack Type 12.

When you resolve a Signature Activation, resolve the face up Signature card. A Signature is very similar to an AI card, though it is not considered as one. Being face up, it is also much more predictable.

Once you resolve every Activation token, proceed to the Resolve Other Actions step.

Mob Clash: Resolve all Mob Activations, one at a time, starting from the leftmost Activation token on the Mob track. Once you finish resolving a Mob Activation, move that Activation token from that Mob's BP card to the next BP card to the right without an Activation token and flip it to the spent side to denote it cannot be activated again this Round. Then, proceed to the next leftmost ready Activation token.

When moving an Activation token in this way, the Mob track is considered to loop, i.e. if there are no valid BP cards to the right, place it on the leftmost valid BP card instead.

LAST PAGE SUMMARIES

STANDARD CLASH PREPARATIONS

When you locate the correct scenario, you will perform Clash Setup. There are standard elements to every Clash Setup (hence the name Standard Preparations), but most of the scenarios will introduce additional specific rules, including those found on the Monster Sheet and Trait cards.

Clash Board: Place the Clash Board in the middle of the table.

Decks and tokens: Shuffle the Mortis decks and place them in the designated spaces. Then, place Knight tokens, Attack dice, and Power dice within reach of all players.

Knights: Each player sets up their Knight Board in front of them. If there are fewer than four Knights, one player will need to control a Squire during the Clash. Knight statistics **do not reset** at the beginning of Clash; you start with the stats you've accumulated over the course of the Expedition.

Gear Loadouts: You must perform the Clash with the same Gear you took with you at the beginning of an Expedition.

Monster: Place the Monster Sheet of the Monster you are about to fight in the designated space near the Clash Board. Place its Routine and Signature cards in the corresponding spaces. Take all of this Monster's AI cards and divide them into three decks numbered 1, 2, and 3 (you'll find the number on the back of the cards). Do the same for the Monster's BP cards.

Boss Clash: Place the AI 1 and BP 1 decks on the corresponding spaces on the Clash Board.

Mob Clash: Place the AI 1 deck on the appropriate space on the Clash Board. Take as many BP cards of the indicated level as the number of Mob miniatures you will be placing on the Clash Board (found in the Setup Rules) and place them on the Mob track, starting from the leftmost space. The numbers on the track correspond to the numbers on Mob base rings.

Place decks 2 and 3 near the board. Find the Trait cards for any Traits that are not described on the Monster Sheet and place them nearby as a reference.

AI 0: If the Monster has an AI 0 card, set it up on top of the AI deck.

Activation tokens: Place the indicated number of Activation tokens, ready side up, on the Monster Sheet (Boss Clash) or the Mob track, one token per space, starting from the leftmost space (Mob Clash). Note: If the Monster uses more than one Activation token, the order of Activation token placement will be indicated on its Sheet.

Terrain and Knight Placement: Find all the Terrain cards and Terrain tiles used in the Clash. Place the Terrain cards near the Clash Board and the Terrain tiles on the Clash Board, according to the Clash Diagram. Place Knights on Knight Starting Positions as indicated by the diagram. Then proceed to Monster positioning.

Mob Clash: When placing Mob miniatures, place them in numbered Mob base rings, so that they correspond to the BP cards on the Mob track.

Other Components: If there are additional components you have still not set up, like Saints or Princesses, set them up now.

Exhibition Wounds (Exhibition Clash only): Place Generic Single Wounds into the Wound Stack equal to the Exhibition Wounds value on the Monster Sheet at the Monster's current Level. **These Single Wounds do not trigger any Escalations.**

TYPES OF ESCALATION

Escalate X: When you see the ***Escalate*** X keyword, simply escalate the lowest AI and the lowest BP card X times.

Escalate AI/BP: Escalate the lowest card from the designated deck only.

Mob BP Escalation: Since Mobs do not have a regular BP deck during Clashes, apply all instructions that refer to the BP deck to the Mob track instead (e.g. when instructed to Escalate the BP deck, find the lowest Mob BP on the Mob track, remove it, then place a random BP card one level higher in its place).

KNIGHT ATTACK SEQUENCE

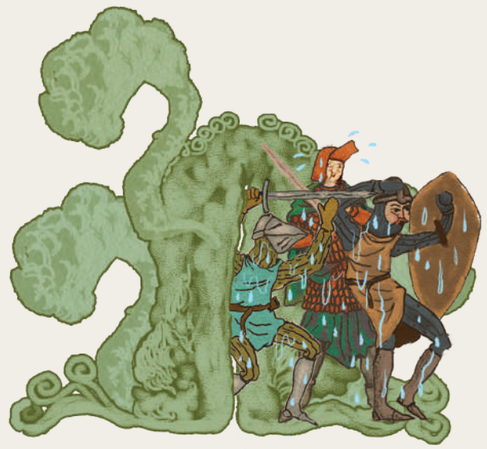
1. Declare Attack and Active Weapon (p. 56).
2. Raise **Passion** and check Priority Target (p. 57).
3. Attack Roll (p. 57).
4. First Ability Window (p. 57).
5. Determine BP card (p. 58).
6. Power Roll (p. 58).
   - 6.1 Create the Power Pool
   - 6.2 Roll the dice
   - 6.3 Power Re-rolls
   - 6.4 Use Potentials
   - 6.5 Resolve the Power Roll
7. Monster Responses (p. 59).
8. Wounds and Escalation (p. 60).
9. Clear the Knight Pool (p. 62).
10. Second Ability Window (p. 62).

MASSIVE PERIL CHART

-5 : Add the *You died horribly* card to the Judicium deck.

-9 : Add the *Your gruesome death becomes legend* card to the Judicium deck.

-12 : Add the *Your death beckons the grail* card to the Judicium deck.



MOB SPAWNING TYPES

Immediate Spawn: Spawn immediately after a BP card ends up on the Wound Stack. This is resolved as part of the Knight Attack (see p. 56). In this case, take a random BP card one level higher from the Escalation deck and place it on the leftmost empty space on the Mob track.

Interval Spawn: Spawn after a certain number of Wounds have been dealt. This is tracked by tokens placed on a separate Trait. In this case, the spawning happens after you fully resolve the current action (like a Knight Attack). When it does, take the lowest-level available BP card from the Escalation deck and place it on the leftmost empty space on the Mob track.

Odd Spawn: Spawn at specific times, checking for specific conditions. In those cases, proceed as instructed by the appropriate specific spawning rules.

Nevermore Spawn: Never spawn.

RESOLVING AN AI CARD ATTACK

1. **Resolve Activations:** Resolve all Monster Activation tokens (p. 47).
2. **Targeting:** Decide who or what becomes the Target of the Attack (p. 48).
3. **Movement:** Resolve any Monster movement (p. 50).
4. **Attack** (p. 51):
   - 4.1. **Evasion Roll:** Attempt to evade the Attack (p. 52).
   - 4.2. **Attack Consequences:** Resolve Attack effects and a Mortis Draw (p. 53).
5. **After Attack:** Resolve all After Attack effects (p. 54).

THE MOST POPULAR IN-GAME SYMBOLS

KNIGHT STATISTICS

- Passion
- Vigor
- Heat
- Heat Limit
- Heat Refresh

DICE

- Attack die
- Red Power dice
- Black Power dice
- White Power dice
- Potential
- Power
- Hope
- 10/Crit

MONSTER

- AT
- Bane
- Blindspot
- Escalations
- Exhibition Starting Wounds
- Peril Check
- Priority Target
- Rear
- To Hit
- Wound
- / REACT Window of Opportunity

KNIGHT

- Armor
- Bane Limit
- Card Refresh
- Combat Action
- Complicated Action
- Exhaust
- Gear
- Hand Limit
- Movement Action
- One-handed
- Reaction
- Speed
- Support
- Two-handed

DELVE

- Threat
- Curse
- Time
- Point of Interest
- Deep Fog
- Clue
- Errant
- Historic
- Martial
- Mystic
- Shortcut

KNIGHT TOKENS AND ABILITIES

- AI Suppress
- Armor Re-roll
- Black
- BP Suppress
- Break
- Cantrip
- Closing
- Daze
- Deadly
- Diversion
- Drag
- Fire
- Greater Pass
- Heartseeker
- Hope
- Hug
- Improved Diversion
- Knockback
- Motivate
- Opening
- Overbreak
- Pass
- Power
- Power Dice Promotion
- Power Re-roll
- Precise
- Provoke
- Pull
- Pushback
- Reposition
- Rouse
- Spell
- Spotlight
- Sunder
- Tireless
- Vault